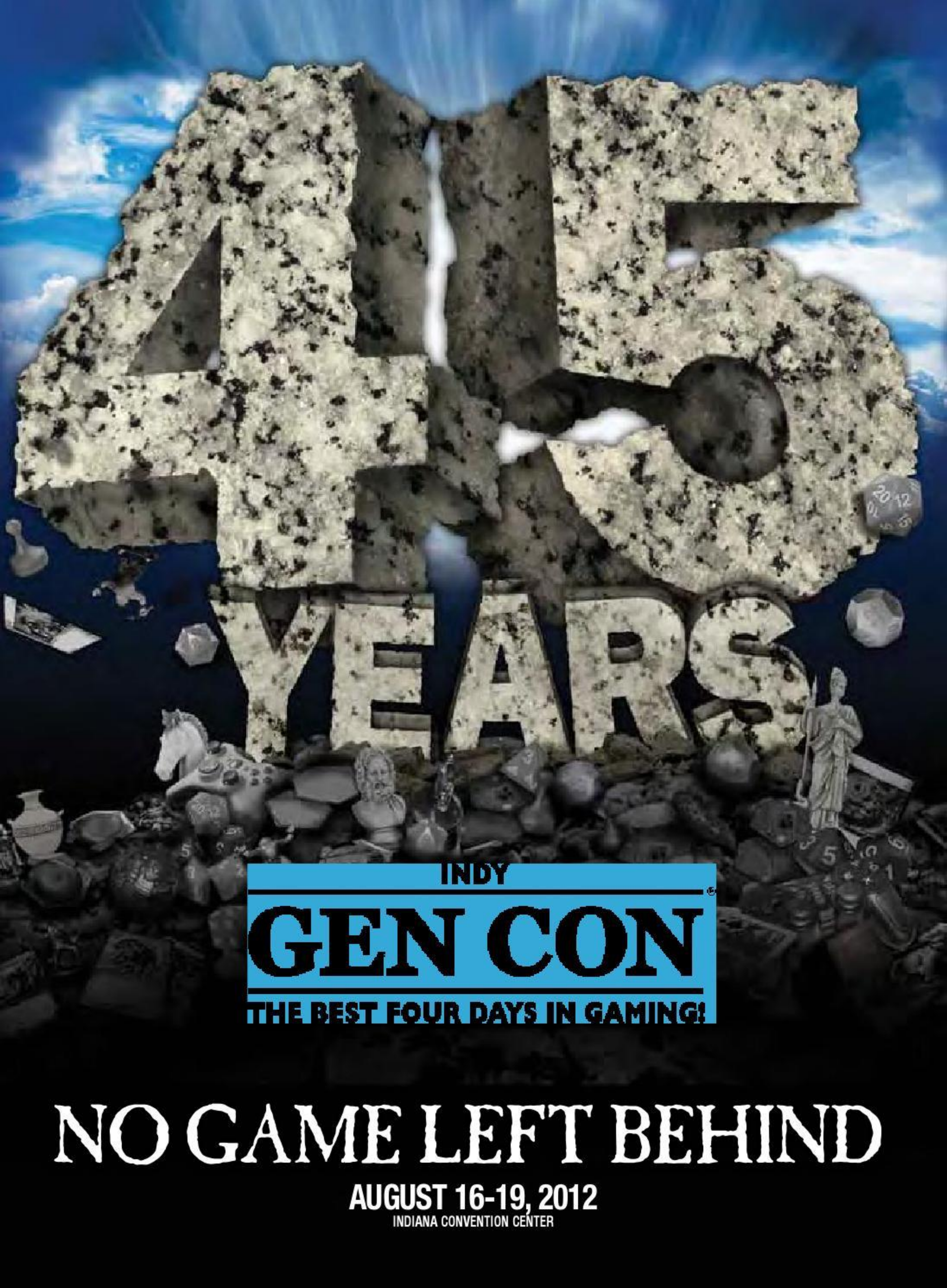




INDY
GEN CON
THE BEST FOUR DAYS IN GAMING!

NO GAME LEFT BEHIND

AUGUST 16-19, 2012
INDIANA CONVENTION CENTER

The Game Isn't Over Yet!



**Battle It Out
on the
PSA SET REGISTRY.SM**

So what happens when your game comes to an end? Your cards are probably tossed aside, unprotected and left watching from the sidelines as other cards compete...but with PSA's Set Registry, the competition has just begun.

Exclusively for PSA-graded cards, the FREE, interactive PSA Set Registry is the ideal place to showcase your prized gaming card collection, and enjoy friendly competition with other

collectors in a completely safe, online environment. Card sets are ranked by grade point average and completion percentage. And the Set Registry is fun for all levels of collectors.

The PSA Set Registry arms all players equally. It's now up to you to reach the top. To learn how to get there, visit psacard.com/psasetregistry or call 800.325.1121.



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All Great Collections*

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Expansion!



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Starter



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Delve
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Ready to Play!



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Seductress



Scamp



Beggar



Mastiff



Giant Ant



Raven



Wood Coffin



Otherworld
Arm



Plant
Vine



Grappler



Kraken
Tentacle

A New
Campaign Setting



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MINIS



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citizen of the U.S.A.

Booth 431

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WELCOME

45 YEARS AND COUNTING: NO GAME LEFT BEHIND

Whether this is your first Gen Con or if you are a life-long attendee, you are probably aware that Gen Con is an evolving event. Since its inception in 1967 at Gary Gygax's home, Gen Con has represented the fulcrum of tabletop gaming. With a continuous eye on the history of the show itself, as well as on the people, companies, and games that have grown *The Best Four Days In Gaming*, the staff of Gen Con work to create an environment that supports the newest in game play, too. This balance between continuing to enjoy and preserve the games-of-our-youth, while embracing the latest trends with games and gaming culture keeps Gen Con vital.

To appreciate the history and importance of Gen Con, one need only ask our loyal patrons. During your stay in Indianapolis, ask a Gen Con veteran to share a story: about the birth of games that grew from friendships made at Gen Con; about the creation of new genres of games; about new companies formed at Gen Con. In a span of four days, you have the chance to talk with the artists, publishers, authors, game designers, and yes, the titans of industry without whom much of modern gaming and storytelling would not have been created. You can find many of those folks highlighted in the pages of this program book.

These stories develop more each year. 2012 marks the tenth time that we are experiencing Gen Con *Indy*. In these last ten years, we have seen the convention center grow, and the people of Indianapolis embrace Gen Con. The attendance has ballooned to almost fifty percent larger than it was upon departing Milwaukee. It's not just about bigger numbers, though. As the longtime core of people-who-love-games has grown and added to its membership, the individual members have grown up, found spouses, had children, and begun to bring their loved-ones with them to Gen Con. To support that excellent development, Gen Con carefully has changed, too, adding a family-gaming focus and more activities for gamer-friendly partners.

As you walk the exhibit hall and play games day & night this week, remember that you are weaving history. We all are bombarded with daily change in technology, in culture and even in values. But these games we play together at Gen Con, face-to-face games, storytelling games, and party games, create a continuous narrative that we hope you will share with your friends and family for generations. While our theme this year has been No Game Left Behind, it also could have been no *story* left behind. Please, have a great show; we are so happy that you have chosen to join us. Thanks for helping to make Gen Con *The Best Four Days In Gaming!*

INDY GEN CON THE BEST FOUR DAYS IN GAMING!

GEN CON LLC – STAFF

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SPECIAL THANKS TO OUR FRIENDS & PARTNERS

The George Fern Company,
general contractor; Reaction AV,
audio-visual provider;
Stacia Kirby, Public Relations;
Scott Norris, Cover Artwork;
Cathy Rundell, Art Director for
Program Book;
Alesia Clardy, Travel & Logistics
Coordinator/Show Office Manager;
All of our Industry Guests;
All Gen Con Captains and Volunteers;
The Staff of the Indiana
Convention Center and The ICVA.

Many thanks to all of those who
help make Gen Con possible.
We couldn't do it without them!
And the many, many game
manufacturers, gaming clubs and
individuals that submit
and run gaming events!





WHEN YOU VISIT THE D&D® BOOTH,
BE SURE TO WATCH YOUR BACK.
...AND YOUR FRONT
(AND SIDES)

Stop by to revel in the glory of Lolth and to marvel at the merciless onslaught of drow-themed products and events she has unleashed upon the surface world.

AWAKEN THE DARKNESS AT BOOTH #1401

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GENERAL INFO

GEN CON BADGES

WHO NEEDS A BADGE?

Everyone attending Gen Con (excluding children ages 8 and under) must have a valid Gen Con badge. The badge must be worn at all times for identification while in the convention center and surrounding hotels and during game play/events. Your badge will allow you to purchase event tickets and be admitted to the Exhibit Hall, Art Show, Anime events, seminars and other events happening in public areas during the convention. Badges must be visible at all times to assure staff and security of your eligibility to participate in the show. We do not offer parent badges, shopper badges or other types of limited-access, discounted badges.

CHILDREN 8 & UNDER

Children ages 8 and under are admitted for free when accompanied by an attending adult and must be registered in our children's log for security purposes. They are not required to have a badge unless they will be participating in an event that requires an event ticket. Come to the Customer Service or Badge Registration kiosks to provide us with your contact information in case you are separated from your child. You will receive a wristband which must be attached to your child's wrist while in the convention center and surrounding areas where you are participating in Gen Con events. All children must be accompanied at all times by a Parent or Guardian with a valid badge. Children ages 9 and above are subject to standard badge pricing.

BADGE PRICING *

4-Day badge - \$80

1-Day badge (Thursday – Saturday) - \$50

1-Day badge (Sunday) - \$30

Family Fun badge (Sunday) - \$30/family of four

Family Fun Package (Sunday) - \$40/family of four (includes badges and 8 generic tickets)

* There is an admissions tax for all badge purchases, in compliance with Marion County laws.

PAYMENT

We accept cash or credit card (Visa, MasterCard, Discover and American Express) as payment. Checks and money orders are not accepted at any time. A 6% admissions

tax will be charged on all badge purchases, in compliance with Marion County laws.



EVENT TICKETS

WHY DO I NEED EVENT TICKETS?

An event ticket confirms a spot to participate in a game or event that is scheduled during the show. Participants may purchase tickets specifically for an event or buy generic tickets which are used more like cash to pay admission fees associated with a specific event. The drawback to purchasing generic tickets is that they do not guarantee admission or the ability to play a game if the event sells out.

EVENT TICKET PRICING

Events running up to 2 hours in duration are priced at \$2. Events exceeding 2 hours increase at the rate of \$2 per 2 hours (i.e. A 3-4 hour event is \$4, a 5-6 hour event is \$6, etc.). If the sponsor of the event is providing additional supplies or prizes, the ticket cost may be higher. We accept cash or credit card (Visa, MasterCard, Discover and American Express) as payment. Checks and money orders are not accepted at any time.

GENERIC TICKETS

Generic tickets are sold in \$2 denominations. Generic tickets may be used like cash to pay admission fees associated with a specific event. For example, if you wish to participate in an event costing \$4, you could pay for the event with two generic tickets (valued at \$2 each). Generic ticket purchases are limited to 50 (or \$100 worth of tickets) per transaction. *Any unused generic tickets may only be refunded for system credit and must be turned in to the Customer Service kiosks onsite before 4:30 pm on Sunday, August 19, 2012.*

REGISTRATION POLICIES

***For onsite refunds or exchanges, please visit the Customer Service kiosks.**

BADGE REFUNDS/EXCHANGES

The last day to receive a badge refund was July 1, 2012, 11:59 pm (Eastern). Only event tickets can be refunded onsite. *Badges are non-refundable and non-transferrable.*

If you want to exchange your 1-Day badge for a 4-Day badge or your 4-Day badge for a 1-Day badge, you may do so at the Customer Service kiosks. Event tickets for non-applicable days will need to be refunded. A 1-Day badge can be upgraded to a 4-Day badge only if the 1-Day badge is current. In order to exchange a current 1-Day badge for a different 1-Day badge onsite, you must do so a minimum of one day before your badge is valid.

A valid government-issued photo ID and a Gen Con Indy 2012 badge are required to process any type of badge or ticket exchange onsite, and the exchange will only be processed for the person whose name is on the badge being returned.

EVENT TICKET REFUNDS/EXCHANGES

Event-specific ticket refunds must be requested at least 30 minutes prior to the start of the event. Event ticket refunds will be managed at the Customer Service kiosks and will only be refunded to the person whose name is on the ticket (whether it is the purchaser or the receiver). All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded. A valid government-issued photo ID and a Gen Con Indy 2012 badge are required to process any type of ticket refund or exchange. All refunds will be credited back in the original form of payment. For ticket exchanges, please present the ticket for the event you would like to exchange and provide the Game ID number for the event you wish to replace.

If an event has been cancelled, please see the area Hall Captain for further instructions. **No refunds will be given for cancelled events without a stamp or signature from the Hall Captain.** The last day to receive an event ticket refund is Sunday, August 19th, no later than 4:30 pm.

GENERIC TICKET REFUNDS

Generic tickets are only refunded for system credit. There is no cash or credit card refund for generic tickets. System credit is non-refundable, non-transferrable and does not expire, and can be used to purchase badges or tickets for any future Gen Con Indy. All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded. Ticket refunds will be managed at the Customer Service kiosks and will only be refunded to the person whose name is on the ticket (whether it is the purchaser or the receiver). A valid government-issued photo ID and a Gen Con Indy 2012 badge are required to process any type of ticket refund onsite. The last day to receive a generic ticket system credit refund is Sunday, August 19th, no later than 4:30 pm.

REGISTRATION & CUSTOMER SERVICE

WHAT IS REGISTRATION?

Registration covers all processes associated with attending the convention, obtaining badge credentials and purchasing event tickets. Registration offers five services: Badge Registration, Event Registration, Customer Service, Special Services and Will Call. The "Main Registration" kiosks are located in the convention center's Wabash-East Concourse near the Maryland St. entrance. There are a few remote Event Registration sites located in Hall F, the Marriott (Indianapolis Marriott Downtown, 350 West Maryland St.) and the JW (JW Marriott Indianapolis, 10 South West St.). Each service area is clearly marked for your convenience.

BADGE REGISTRATION

Badge purchases can be made onsite at the Badge Registration kiosks located in the convention center's Wabash-East Concourse near the Maryland St. entrance. We accept cash and all major credit cards (AmEx, Discover, MasterCard and Visa). We do not accept checks or money orders at any time. Free badge holders are available at these kiosks for your use.

CUSTOMER SERVICE

Questions regarding the convention or any show policies can be directed to Customer Service. These kiosks are located in the convention center's Wabash-East Concourse near the Maryland St. entrance. Refunds or exchanges will only be processed at the Customer Service kiosks. Event-specific ticket refunds must be requested *at least 30 minutes* prior to the start of the event. Refunds will be issued back to the purchaser of the original ticket(s). Please keep in mind Gen Con is not responsible for badges or event tickets lost in the mail if your items were shipped via USPS.

SPECIAL SERVICES

This kiosk is located on the end of the Customer Service kiosks. Disabled patrons may use this kiosk for their one-stop shopping needs. Will Call pickup, badge and event ticket purchases and refunds or exchanges can all be made at this

location. Customer Service will also have special wristbands to alert staff and event team members that the bearer may need additional assistance (i.e. limited waiting in line, etc.). A wristband is required in order to receive special assistance.

Parents may also use this kiosk if they have already purchased a badge but need to obtain a child wristband.

EVENT REGISTRATION

Event tickets can be purchased onsite at the Event Registration kiosks located in the convention center's Wabash-East Concourse near the Maryland Street entrance or at Event Registration kiosks in Hall F, the Marriott (Indianapolis Marriott Downtown, 350 West Maryland Street) and the JW (JW Marriott Indianapolis, 10 South West St.). See the Area Hotel Maps for specific locations. We accept cash and all major credit cards (American Express, Discover, MasterCard and Visa). We do not accept checks or money orders at any time.

WILL CALL

If you purchased a badge or event tickets during Pre-Registration and selected Will Call as your shipping method (or if you purchased items online after Pre-Registration closed), you may obtain your items at the Will Call kiosks, located in the convention center's Wabash-East Concourse near the Maryland St. entrance. You must present a valid government-issued photo ID in order to obtain your packet. Small children with no photo ID must be accompanied by a parent or guardian with a valid ID in order to pick up their packet. Please keep in mind Will Call lines may vary based on how many attendees choose this option.

CHILD REGISTRATION

All children ages 8 and under must be registered at either the Badge Registration or Customer Service kiosks. Registering your child not only tells us how many children are attending Gen Con each year, but it also provides our Security Team with contact information in case you and your child are separated. Be sure to register your child and pick up a child wristband when you arrive at the show.

EVENT CANCELLATIONS

If an event has been cancelled, please see the area Hall Captain for further instructions. **No refunds will be given for cancelled events without a stamp or signature from the Hall Captain.** The last day to receive a ticket refund is 4:30 pm on Sunday, August 19th, at the Customer Service kiosks.

LOST OR MISPLACED BADGES & EVENT TICKETS

We cannot replace lost, stolen or forgotten badges and/or event tickets. Please be responsible with your convention materials. Lost, stolen or forgotten items must be repurchased at full cost. It is recommended you check with the Gen Con Show Office in room 112 of the convention center to see if your materials have been turned in to Lost & Found before buying new materials. Gen Con LLC assumes no responsibility for lost, stolen or forgotten materials.

Gen Con LLC is not responsible for items lost in the mail (via the U.S. Postal Service) or items marked "delivered" by the FedEx tracking system. If you chose to have your items shipped via FedEx, we will reprint your badge and event tickets, as long as the FedEx site lists your package as "lost" or not yet delivered. If you chose USPS or if your FedEx package is listed as "delivered", you will be responsible for purchasing a new badge and any associated tickets. Any returned mail will be available for pick-up at the Will Call kiosks onsite.

LIABILITY

The purchase of a Gen Con Indy badge admits one person to all basic activities and exhibits at Gen Con Indy (the "Event") during regularly scheduled hours for the day(s) it is purchased. Some designated activities require preregistration and/or payment of a separate, additional fee.

In accepting the badge and in consideration of being admitted to the Event, the holder of the badge hereby: (1) assumes full responsibility for his/her own safety, and accepts all known and unanticipated risks of loss, damage and injury (including death or disability) to himself/herself and his/her property while attending, participating in or becoming involved with the Event, regardless of whether or not such risks are attributable to the negligence of others; (2) releases and discharges Gen Con LLC and its employees, officers, directors, owners, sponsors, exhibitors and contractors (collectively "Gen Con") from any claims or liability for loss, damage or injury (including death or disability) to his/her person and property arising out of or in any way connected to the Event, including but not limited to claims based on Gen Con's own negligence; (3) consents to being recorded by audio and/or visual means, and authorizes and permits Gen Con to use and authorize the use of such recordings and his/her name, voice, likeness, and all reproductions thereof by any means and for any purposes, in all media now and hereafter known, worldwide in perpetuity; and (4) agrees to comply with all the rules and regulations of the Event.

Gen Con reserves the right to deny entry, or remove from the Event, any person who Gen Con considers, in its sole and absolute discretion, as behaving or threatening to behave in a disruptive manner. The Gen Con Indy badge is non-refundable for any reason. GEN CON, the Gen Con logo, and The Best Four Days in Gaming! are trademarks of Gen Con LLC. All rights Reserved.

AT A GLANCE

MAIN REGISTRATION & WILL CALL

(purchase or pick up badges and event tickets)

Wed, noon – 9 pm

Thu – Sat, 7 am – 9 pm

Sun, 7 am – 4 pm

CUSTOMER SERVICE & SPECIAL SERVICES

(refunds, exchanges, child registration, disability services)

Wed, noon – 9 pm

Thu – Sat, 7 am – 9 pm

Sun, 7 am – 4:30 pm

HALL F REMOTE REGISTRATION

(purchase event tickets only)

Thu – Sat, 7 am – 2 am

Sun, 7 am – 2 pm

MARRIOTT REMOTE REGISTRATION

(350 West Maryland Street, purchase event tickets only)

Thu – Sat, 9 am – 6 pm

Sun, 9 am – noon

JW REMOTE REGISTRATION

(10 South West Street, purchase event tickets only)

Thu – Sat, 9 am – 6 pm

Sun, 9 am – noon

OVERNIGHT REGISTRATION & CUSTOMER SERVICE

(purchase or pick up badges and event tickets, refunds, exchanges, etc.)

Thu – Sat, 9 pm – 7 am

EXHIBIT HALL

Thu – Sat, 10 am – 6 pm

Sun, 10 am – 4 pm

INFO BOOTH

Wed, noon – 7 pm

Thu – Sat, 7 am – 7 pm

Sun, 7 am – 5 pm

SHOW OFFICE

Wed, noon – 9 pm

Thu – Sat, 7 am – 9 pm

Sun, 7 am – 5 pm

CONTACT US

If you have any inquiries regarding Registration, Customer Service, Will Call, Policies or Refunds, please come to the Customer Service kiosks in the Wabash-East Concourse near the Maryland Street entrance of the convention center. If you have any questions after the show, feel free to call our office at 800-529-3976 x3806 or email us at customerservice@gencon.com. Regular Customer Service hours are Monday – Friday, 9:30 am – 5:00 pm (Pacific).

CONVENTION CENTER POLICIES

ADHESIVE BACKED STICKERS & DECALS

Adhesive backed decals and stickers may not be distributed inside the Indiana Convention Center by any exhibitor or individual.

ANIMALS

Only service animals are allowed in the convention center. Service animals are defined as animals that are individually trained to perform tasks for people with disabilities, such as: guiding people who are blind, alerting people who are deaf, pulling wheelchairs, alerting and protecting a person who is having a seizure or performing other special tasks. Service animals are working animals, not pets. No other animals are allowed on convention premises.

FOOD & BEVERAGES

The Indiana Convention Center holds the exclusive right to sell food and beverages on the convention premises. No outside food may be brought on to the premises. Should such food be discovered, the offending party may be asked to finish the food off the premises or be removed from the convention without refund.

SMOKING

There is no smoking allowed inside any of the convention facilities, including public areas of participating hotels. Smoking is permitted outside in designated areas only. Please be respectful of our host city and help keep the streets and sidewalks clean by disposing of your smoking paraphernalia in the appropriate receptacles.

SOLICITATION

The sale of any items or services without the prior consent of Gen Con LLC and an Indiana state sales permit is not allowed on convention premises. Distributing or posting any promotional materials is also prohibited. Violation of this policy may result in immediate removal of materials and expulsion from the convention center without refund.

SHOW POLICIES

ETHICS & CONDUCT

All of the following constitute grounds for expulsion from the convention without refund:

- Violating any federal, state or local laws, facility rules or convention policies
- Failure to comply with the instructions of Gen Con Event Staff or security personnel
- Using anything in a threatening or destructive manner against person or property
- Endangering the safety of oneself or others
- Threatening, stealing, cheating or harassing others
- Failure to conduct oneself in a mature and responsible manner

SECURITY

Security is provided by a professional security firm and may include off-duty law enforcement personnel, security guards and Gen Con Event Staff. All security personnel serve to ensure the safety and wellbeing of everyone. Please show them the respect they deserve. Failure to comply with the directives issued by uniformed security and staff may result in immediate expulsion without refund.

COSTUMES & WEAPONS

Weapons and items resembling authentic weapons are not allowed at Gen Con. Self defense, recreational and utility items such as knives, tazers, pepper spray, BB guns, cap guns, air-soft weapons, paintball guns, water guns, martial arts weaponry, including wooden practice weapons, etc, are not welcome, even if it is lawful to own and carry them. Off-duty security, law-enforcement and military personnel are not allowed to bring their weapons to Gen Con. Items resembling futuristic weapons, fantasy weapons and non-projectile boffer weapons may be allowed provided they are not handled in a careless, threatening or destructive manner against person or property.

Questionable items can be brought to the Information Desk in the convention center during operating hours to be checked for compliance with this policy. Some events may provide exceptions to this policy under strict circumstances defined by that event. Items purchased in the Exhibit Hall that violate this policy must be wrapped and immediately removed from the convention premises.

20th & 21st century uniforms may not be worn as costumes. These include any uniform that can be construed as a military uniform from any country or a uniform worn in an official capacity, such as security guard, police officer, deputy, fire marshal, paramedic,

etc. Active duty military personnel are permitted to wear their government-issued uniforms.

Gen Con is a family-friendly show, and all costumes must comply with generally accepted standards of taste and decency. Overly-revealing and immorally suggestive costuming as well as overt nudity are forbidden at Gen Con. Shoes or sandals are also required in public concourses and other common areas.

Gen Con Event Staff or security personnel may inspect any item or costume at any time during the convention. Failure to comply with these policies and/or the instructions of Gen Con Event Staff or security personnel may result in immediate expulsion from the convention without refund.

If you have any questions about these policies, please visit the Information Desk in the convention center during operating hours.

EVENT SPACES

Gen Con reserves the right to clear each room after an event. Attendees will not be allowed to remain in the room for the next event.

Items cannot be stored in event spaces. If found, items may be moved or discarded.

LOST & FOUND

The Gen Con Show Office will serve as the center for lost and found items during the convention. Unclaimed property will be turned over to the convention center security office at the close of the convention. You can help protect your belongings by including identification tags with mobile phone numbers in wallets, purses, backpacks and other loose items. Labeling belongings helps us attempt to return recovered items to their rightful owners. Gen Con LLC assumes no responsibility for lost, stolen or forgotten materials.



JOIN US FOR GEN CON INDY 2013!

Love Gen Con Indy 2012? Well, there's no time like the present to make sure everything is ready for 2013!

YOUR GEN CON ACCOUNT

If you created an account before the show or purchased a badge onsite, your Gen Con Account is ready to go for next year. Don't forget your login and password, and make sure your contact information is up-to-date before Pre-Registration begins in January/February!

GET YOUR GEN CON INFO HERE!

Get onto the Gen Con mailing list before January rolls around to receive updates on registration dates and other important Gen Con information! It's easy... Log into your Gen Con account, go to your "My Profile" page and see if it says "Mailing Lists: Gen Con Indy". If it doesn't, click "Change", check the "Gen Con Indy" box and "Update". If you choose to opt out of the email blasts but still want access to Gen Con information throughout the year, check out our Facebook page or follow us on Twitter. Also, be sure to check our website throughout the year for information on registration, events, guests, policy updates and more!

WANT TO BUY A BADGE FOR 2013?

Pre-Registration will begin in January/February. When the time comes, all you have to do is log into your Gen Con account to pre-purchase your badge at the discounted price.

Remember, there are several types of badges available for Gen Con Indy attendees. You can purchase a 4-Day badge, good for Thursday-Sunday events, or a 1-Day badge for Thursday, Friday or Saturday. We also have a Trade Day badge for Retailers, Librarians, Educators, Licensing Agents, Publishers and Distributors, which includes Wednesday programming and complimentary 4-Day access to the rest of the show. Those who want a "VIP" experience can purchase a VIG (Very Important Gamer) Package. Being a VIG is becoming more and more popular each year, so if you are interested in joining this exclusive program, be ready to make your purchase as soon as Pre-Reg opens.

We're here for you! If you have any trouble getting into your account, purchasing a badge or anything else on our registration site, be sure to contact Customer Service at customerservice@gencon.com.

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THE CARD GAME



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Android: Netrunner is a thrilling Living Card Game™ for two players in which monolithic megacorporations apply their massive resources toward hidden agendas, opposed by the talents of subversive runners. Originally designed by Richard Garfield, *Netrunner* earned widespread critical acclaim and a loyal fanbase upon its initial release in 1996. Now this game of megacorps, runners, and cybercrime is back and better than ever!

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ADN01 \$39.95



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UPCOMING SHOWS

August 15-18, 2013

August 14-17, 2014

July 30 - August 2, 2015

August 4-7, 2016



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paizo.com

NEW & DIFFERENT

DARKNESS REMEMBERED - SAGAMORE BALLROOM 3

The premier World of Darkness gaming group at Gen Con, Darkness Remembered is running more than 40 tabletop RPGs in addition to their large LARPs each night of the convention.

Traditionally held in the Illinois Street Ballroom in the Crowne Plaza, Darkness Remembered has moved into the convention center this year, taking over the Sagamore Ballroom 3. Not only are they in the middle of the action now, they also have more space than ever to grow this year.



FIRST EXPOSURE PLAYTEST HALL SAGAMORE BALLROOMS 6 & 7

Gen Con is pleased to announce the debut of a new gaming area for 2012 - the First Exposure Playtest Hall. This area will be managed by Double Exposure, Inc. - the company that runs DEXCON, DREAMATION and METATOPIA.

The First Exposure Playtest Hall will open to players in Sagamore Ballrooms 6 and 7 during convention hours.

Double Exposure will use their unique formula of reversing the focus of games - seating hundreds of eager players at the request of dozens of Authors, Designers and Publishers.

To get involved, stop by the playtest hall HQ and sign up for a free playtest slot. Players will be asked to fill out a brief survey so that they can be matched to games that fit their interests and experience.

All playtest events are completely free for players, so come by and check out the future of the hobby and industry!

BOARD, CARD, & MINIATURES EVENTS PLAYTEST SLOTS (2 HOURS)

Thursday, Friday, & Saturday
9 am / 11 am / 2 pm / 4 pm /
8 pm / 10 pm

Sunday
10 am / Noon

RPG PLAYTEST SLOTS (4 HOURS)

Thursday, Friday, & Saturday
9 am / 2 pm / 8 pm

Sunday
10 am



CARDS VS. ZOMBIES CROSSROADS CONCOURSE

ATTENTION: Zombies have infiltrated Gen Con. They want your brains and will stop at nothing to get them. If you want to survive, head to the Cards vs Zombies Headquarters at the Crossroads Concourse immediately.

Cards vs Zombies is a game, designed specifically for Gen Con, from the creators of the hit Humans vs. Zombies game. At their HQ, you may claim your armband and join fellow humans as you try to survive against a growing zombie horde that slowly threatens to take over the convention. These headband-wearing undead will attempt to tag and turn humans into their undead brethren. To survive, you will need to arm yourself with Dart Cards at the Cards vs Zombies HQ and band together to outlast the undead. Trust no one; even your closest friends can become zombies.

A single \$4 ticket (ZED1238466) lets you play the game the all weekend long, dodging zombies and turning survivors between other scheduled events.

GAME BASE 7 - SAGAMORE BALLROOM 5

With over 300 events, Game Base 7 is one of the largest gaming groups at Gen Con. This year, all of their events - both board games and RPGs - are being held in one room. Everything will be in the Sagamore Ballroom 5, instead of being split up between the main board game hall and a hotel.



FOR 2012

INDIE GAMES EXPLOSION: STORY GAMES & INDIE RPGS - GAMES ON DEMAND ROOM 238

Last year, the folks behind Games on Demand were overflowing and nearly spilling out of their room in the Crowne Plaza. This year, they have been moved into the convention center.

If you want to try out a story game or indie RPG, room 238 in the convention center is the place to be. A team of GMs (often including game designers and authors) will be on hand to get you into anything in their library of games. Just grab a ticket (or some generics) and stop in, let the HQ know what you are interested in playing, and you're off and running.



INTERPLANETARY - THE USMSC EXPERIENCE SAGAMORE BALLROOM 4

On the Free Mars Colony, a science team discovered ruins of an ancient, alien civilization. Marines on the 10th MEU established a perimeter to protect the site after threats by the Chinese Consortium to surrender dig to the PLA Military Governor of Mars.

The science team's behavior became very erratic and paranoid – three suicides in five days and blocking all unauthorized personnel from the area around the gateway. Less than six hours after a team of special investigators arrived from Earth – the site exploded into carnage and mayhem. Lean, ravenous shapes flowed through the gate and ripped through the science team. Alarm klaxons blare through the site as the Marines of the 10th MEU rush to contain the threat!

The United States Marine Space Corps is landing once again at Gen Con and has the situation well in hand! This live-action, first-person shooter event brings players in as members of a futuristic Marine unit in an immersive, close quarter battle experience. Players are provided vests, helmets, protective eye-wear and low-powered electric Airsoft guns and led by veteran USMSC NCOs through an intense, 45 minute, live-action first person shooter to protect American interests in the stars.

InterPlanetary is brought to you by some of the founders of TerrorWerks. Missions start every hour on the hour between 9 am and 7 pm. Tickets are \$24.



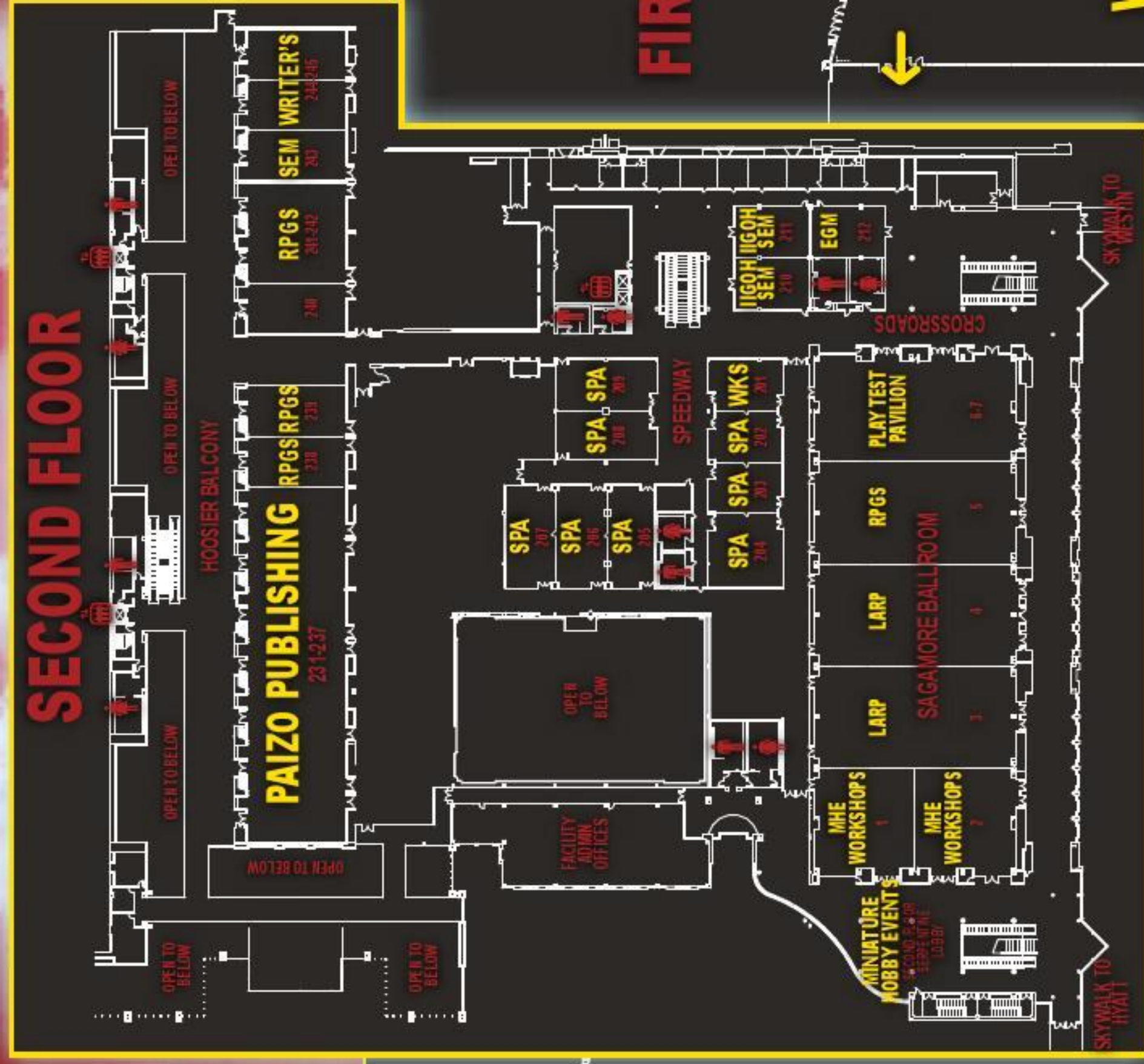
RPGA & LIVING FORGOTTEN REALMS - MARRIOTT HOTEL

The RPGA has ruled the Sagamore Ballroom for many years, but with D&D Next and preview events set up just across from the exhibit hall in 2012, the hardcore events for Living Forgotten Realms, Ashes of Athas, Living Divine, and other RPGA events have moved into the Marriott hotel.

The Marriott Ballroom 6-10 in the Indianapolis Marriott Downtown – where True Dungeon used to be located – is the new home to the RPGA, so head there if you are looking for official D&D Living Campaigns.



CONVENTION CENTER MAPS



FIRST FLOOR

WIZARDS OF THE COAST

HALL G

CARD GAMES

HALL F

EXHIBIT HALL

HALLS H - J

**EXHIBIT HALL
ENTRANCE**

HOOSIER CONCOURSE

**EXHIBIT HALL
ENTRANCE**

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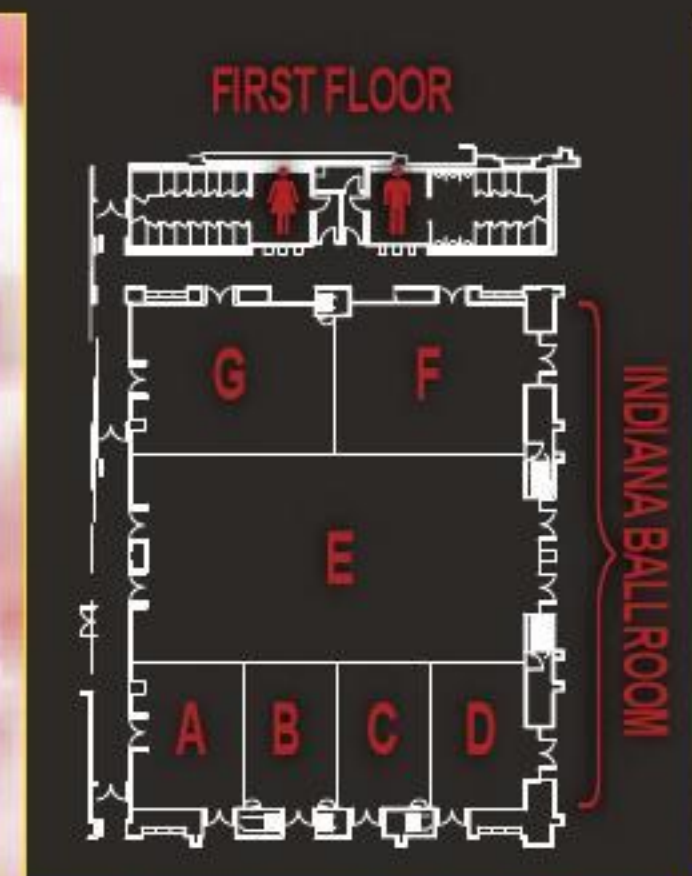
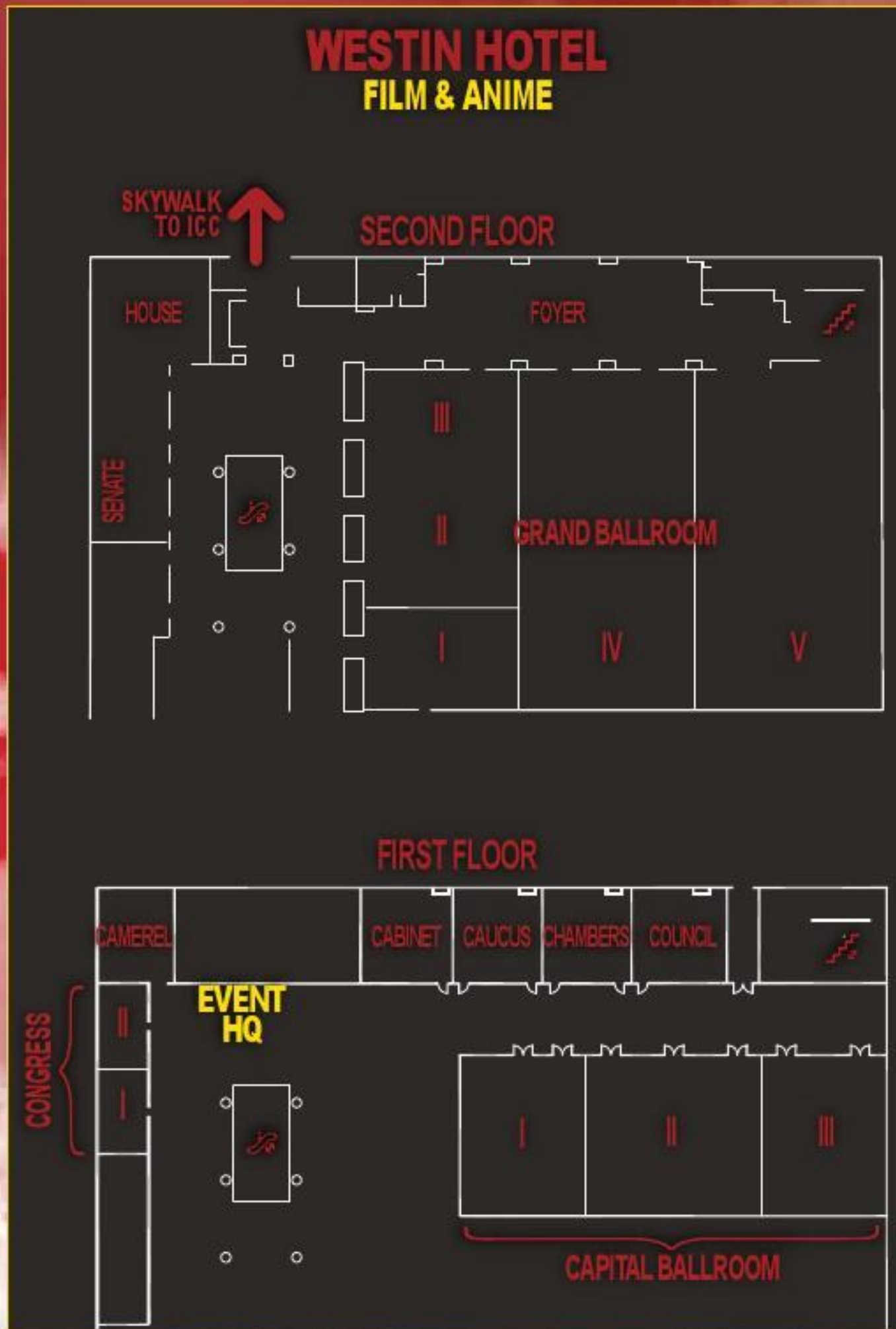
EXHIBITOR

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MAYFAIR GAMES

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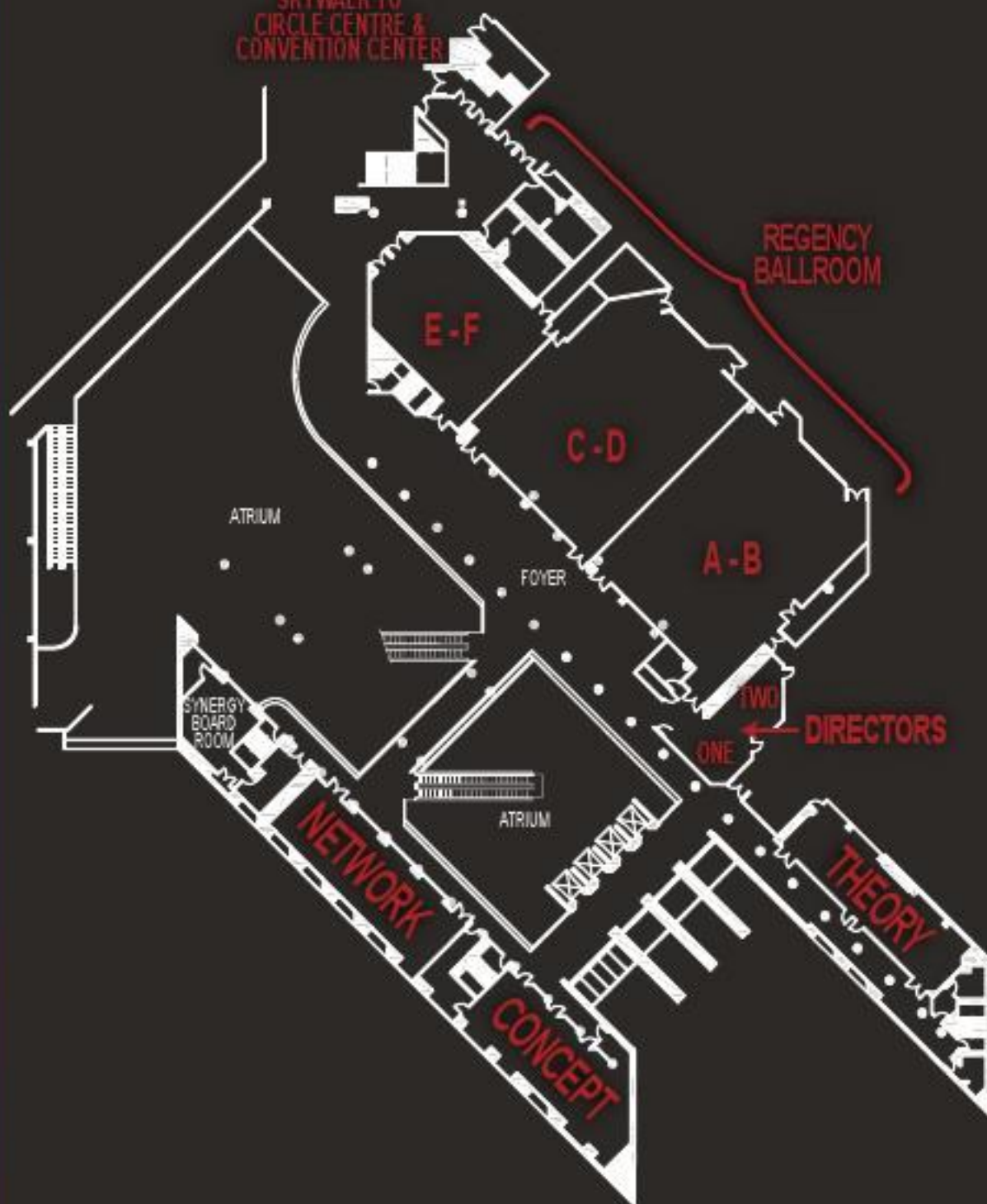
HOTEL & DOWNTOWN MAPS



HYATT REGENCY LARPS

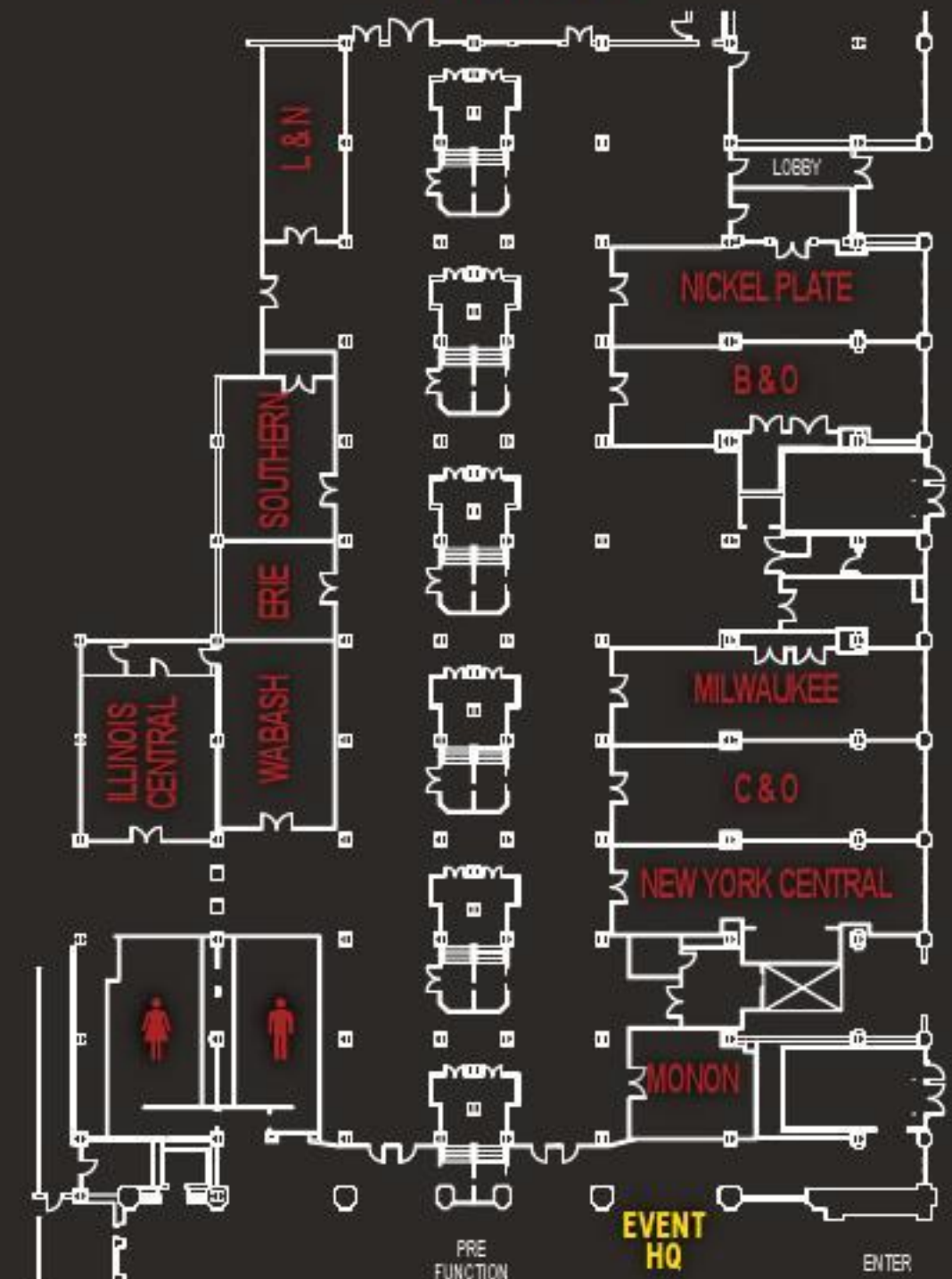
↑ SECOND FLOOR

SKYWALK TO
CIRCLE CENTRE &
CONVENTION CENTER



UNION STATION LARPS / RPGS

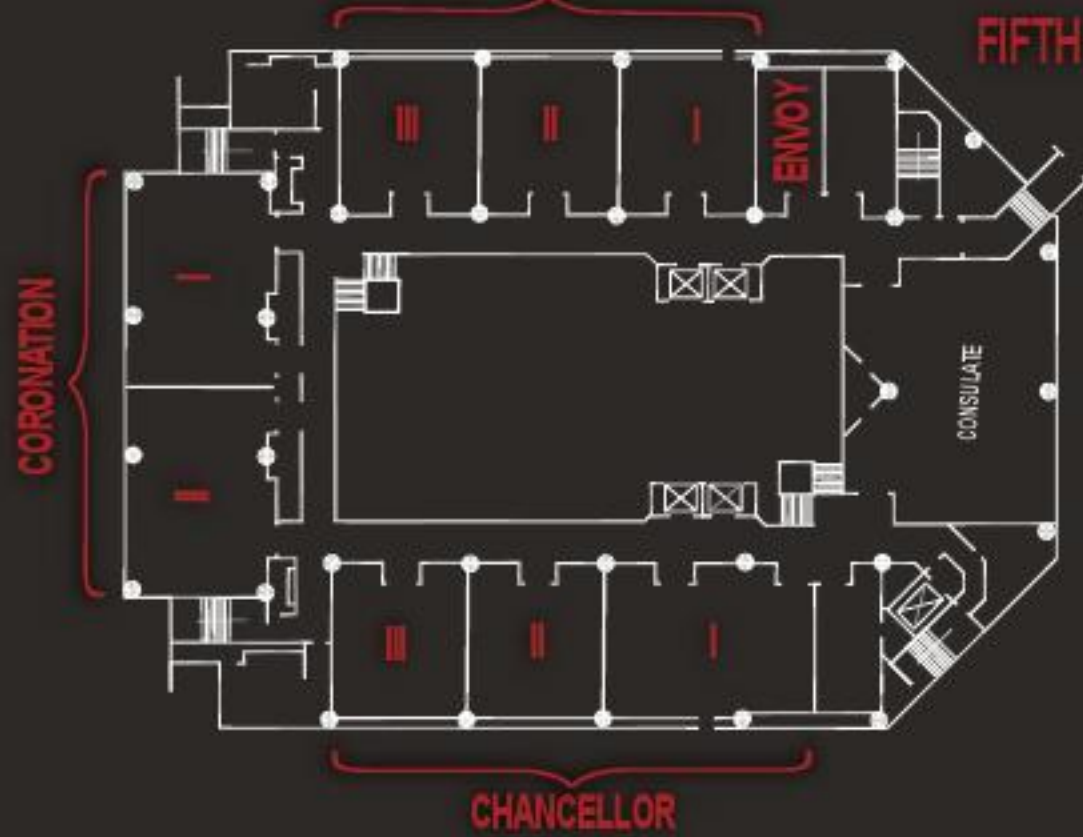
FIRST LEVEL



EMBASSY SUITES

AMBASSADOR

FIFTH FLOOR

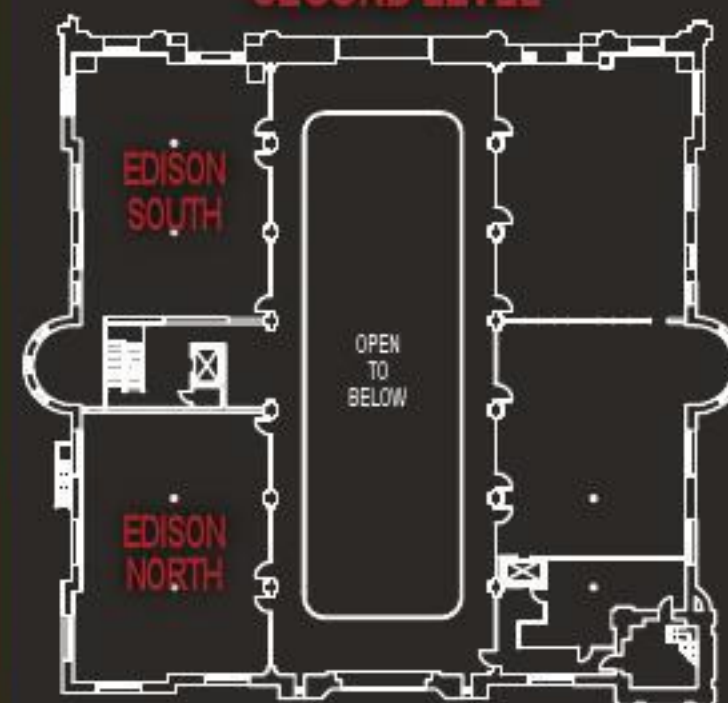


GEN CON DANCE

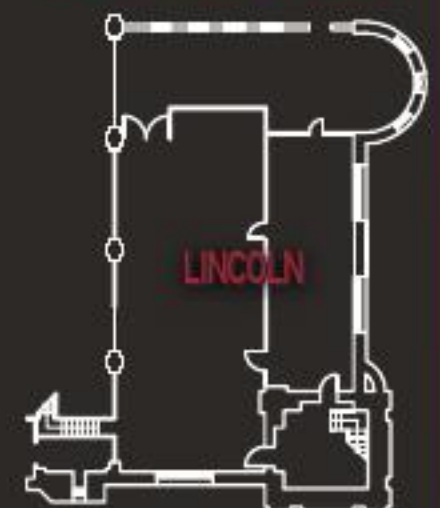
GRAND HALL



SECOND LEVEL



MEZZANINE LEVEL



HOTEL MAPS

OMNI HOTEL LARPS / RPGS

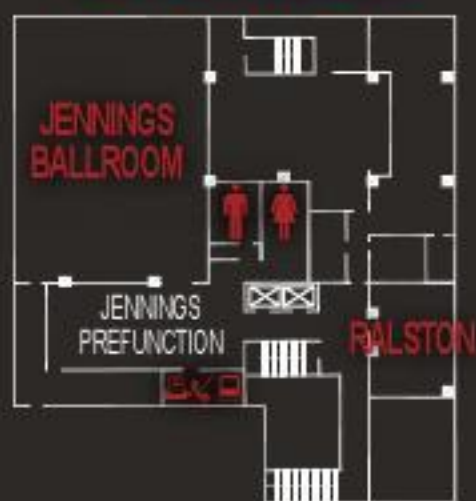
MEZZANINE LEVEL



LOBBY LEVEL



LOWER LEVEL

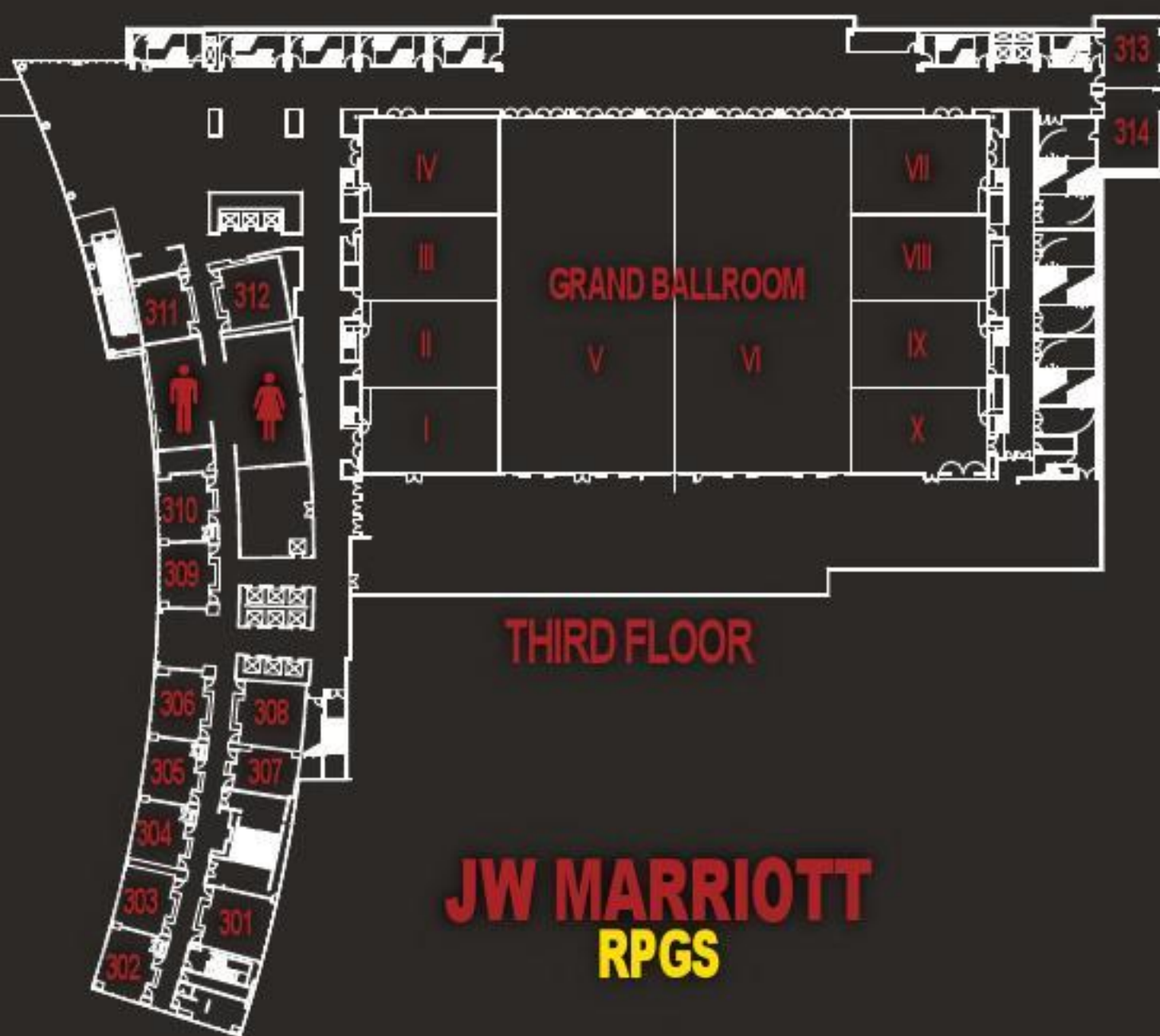


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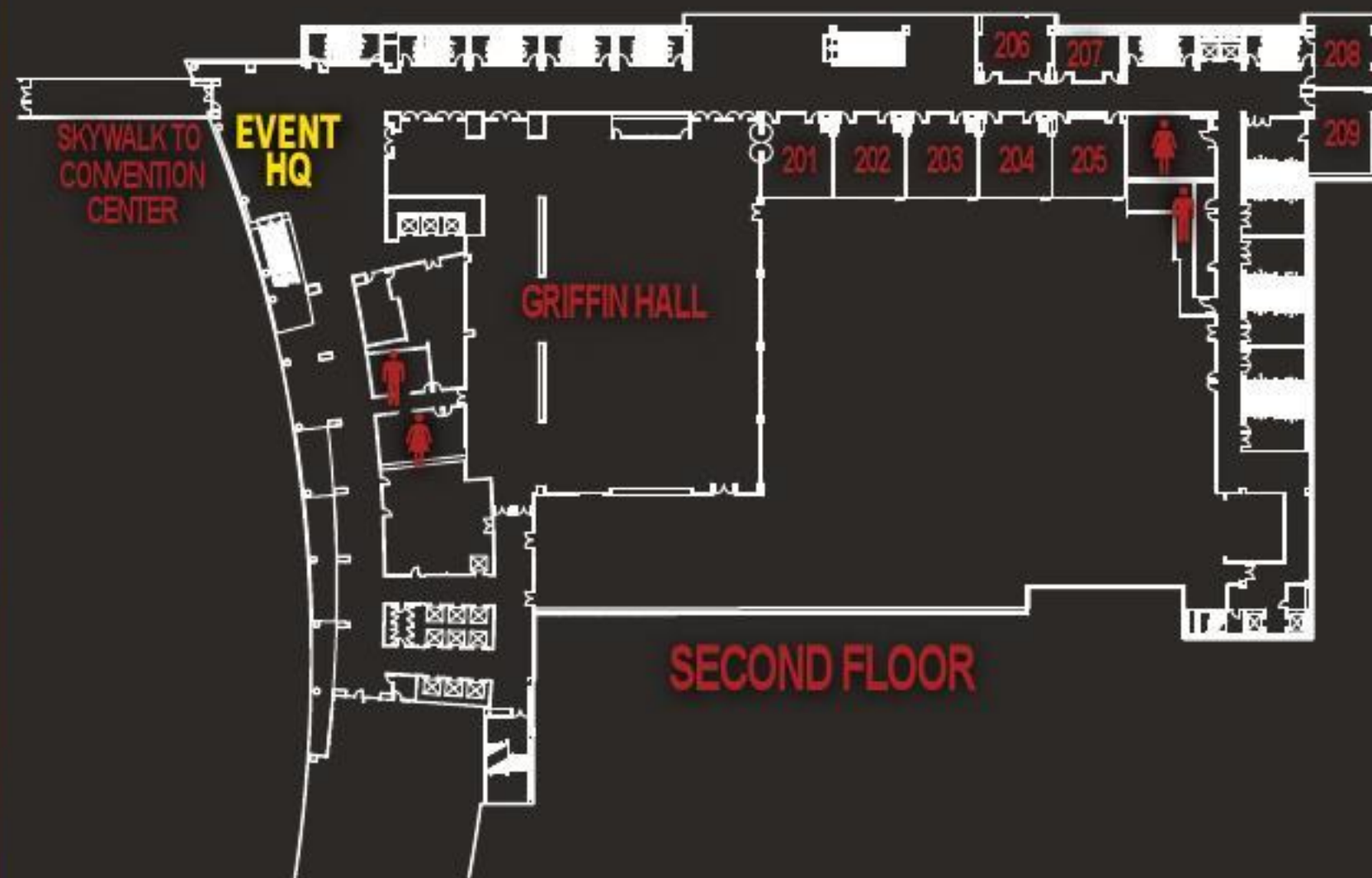


THIRD FLOOR



JW MARRIOTT RPGS

SECOND FLOOR



The background of the entire page is a vibrant illustration. In the center, a young man with spiky blue hair and a red headband (Yugi Muto) is shown in a dynamic pose, holding a Yu-Gi-Oh! card in his right hand. He is wearing a red and white duel vest. Behind him, a large, armored monster with a red and white color scheme and a large, pointed headpiece is depicted. The scene is set against a green, circular, tunnel-like background with glowing yellow light effects. The overall style is characteristic of the Yu-Gi-Oh! anime series.

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INDIANAPOLIS INFO

Indianapolis Attractions

Visit visitindy.com for more things to do in Indianapolis.
*Times and admissions costs may vary and are subject to change.

THE CHILDREN'S MUSEUM OF INDIANAPOLIS

3000 N. Meridian St.
info@childrensmuseum.org | childrensmuseum.org
317-334-3322 or 800-208-KIDS

The largest (and, according to *Child* magazine, the best) children's museum in the world is a huge, five-level playground where kids and parents come to enjoy science, history, art and culture. Among the interactive, hands-on attractions are the Dinosphere (featuring life-size, roaring dinosaur skeletons and simulated fossil digs), Fireworks of Glass (a 43-foot sculpture by artist Dale Chihuly), and a fully-restored, fully-rideable antique carousel—plus constantly rotating touring national exhibits. Free parking.

Adults: \$17.50; Youth 2-17: \$12.50; Seniors 60+: \$16.50. Youth under 2 are free.
March 1-Sept. 3: 10 am-5 pm; Closed Mons.

EITELJORG MUSEUM OF AMERICAN INDIANS & WESTERN ART

500 W. Washington St.
eiteljorg.org | 317-636-WEST (9378)

Founded by collector Harrison Eiteljorg, the museum contains one of the world's finest Native American and Western Art collections (according to *True West* magazine), and is one of only two such museums east of the Mississippi.

Artwork includes traditional and contemporary pieces by such artists as T.C. Cannon; N.C. Wyeth; Andy Warhol; Georgia O'Keeffe; Allan Houser; Frederic Remington; Charles Russell and Kay WalkingStick. When the weather is obliging, the Sky City Cafe offers visitors an opportunity to dine al fresco, overlooking White River State Park's scenic Central Canal.

Adults: \$8; Seniors 65+: \$7; Children 5-17 and full-time students w/ID: \$5; Children 4 & under free.
Mon-Sat 10 am-5 pm; Sun: 12-5 pm; Public Tours: Sat - Sun, 1:00 pm

INDIANA STATE MUSEUM LOCATED IN WHITE RIVER STATE PARK

650 W. Washington St.
museumcommunication@dnr.in.gov | indianamuseum.org | 317-232-1637

Constructed from limestone, sandstone and other indigenous materials, the Museum building is an exhibit unto itself, its walls and grounds including artworks representing each of the state's 92 counties. Inside, the museum gives a hands-on, three-story overview of Indiana's history—from its prehistory (giant squid alert), to its 1816 statehood (butter churn alert), to the present day (John Mellencamp alert).

Admission: Adults: \$7; Children 3-12: \$4; Seniors 60 & older: \$6.50
Hours: Tue - Sat 9 am-5 pm Sun 11 am-5 pm

IMAX THEATER

650 W. Washington St.
imaxindy.com | 317-233-IMAX

There are larger-than-life experiences. And then, there are larger than larger-than-life experiences. Located at White River State Park's Indiana State Museum, the IMAX Theater (featuring academy award-winning IMAX technology and a six-story screen) offers audiences both 2D and 3D IMAX films, as well as contemporary Hollywood movies.

Standard Engagement: Adults: \$9.50; Children 12 & under: \$6; Seniors 60+ \$7.50
Special Engagement Films: Adults: \$14; Children 12 & under: \$10; Seniors 60 & older: \$11
Showtimes vary.

INDIANAPOLIS MOTOR SPEEDWAY HALL OF FAME MUSEUM

4790 W. 16th St.
indianapolismotorspeedway.com | 317-492-6784

Originally conceived as a test track for local automakers, the Speedway opened in 1909. Two years later, the oval hosted its first 500-mile race, forever linking Indianapolis' name with the spirit of competition. Today, the Hall of Fame Museum houses one of the world's largest collection of race cars (including more than 30 past winners of the Indianapolis 500), as well as the famous Borg-Warner Trophy. Bus tours around the oval are available year-round (except when the track is in use for testing or racing, because that could get awkward in a hurry).

Adults: \$5; Children 6-15: \$3; Children under 5 are free.
Open daily: Mar-Oct., 9 am-5 pm Extended hours during race events

INDIANAPOLIS ZOO & WHITE RIVER GARDENS

1200 W. Washington Street
info@indyzoo.com | indyzoo.com | 317-630-2001

The Indianapolis Zoo (one of the nation's Top 10, according to TripAdvisor) includes over 350 different animal species on its nearly 70 acres. The zoo's Oceans exhibit features the world's largest shark touch tank; while the Dolphin Adventure offers the world's first totally submerged dolphin viewing experience (and, if you pre-register, an opportunity to climb into the tank). The complex also includes the 3.3-acre White River Gardens, with hundreds of plant varieties.

(Combo- Zoo & Gardens): April 13 - October 31, 2012: Adults: \$16.50; Seniors 62+: \$15.50 & Youth 2 - 12 \$11.40; Children 1 & under free. Parking \$6 reg. vehicles, \$10 for large vehicles, RVs, & campers.
May 25-Sept. 3: Mon-Thu, 9 am-5 pm; Fri-Sun. and holidays, 9 am-7 pm

NCAA HALL OF CHAMPIONS

One NCAA Plaza, 700 W. Washington St.
ncaahallofchampions.org
317-916-4259 or 800-735-NCAA

Experience the heart and dedication it takes to be an NCAA student-athlete — there are more than 1,000 member schools in the NCAA's membership. The Hall offers several interesting things to see and do such as a downhill skiing simulator, video games in which visitors throw real balls at moving targets and a theater video about student-athlete academic and athletic life. Learn about all 23 NCAA championship sports through kiosks that share sport-specific trivia, past champions and much more. The 1930s-style gymnasium is a popular attraction that allows visitors to shoot free throws and read about interesting occurrences in sports history.

Adults: \$5; Youth & Seniors: \$3; Children 5 & under free.
Tue-Sat: 10 am-5 pm; Sun: 12-5 pm

Indianapolis Dining & Nightlife

Visit visitindy.com for more things to do and places to eat in Indianapolis.

CALIFORNIA PIZZA KITCHEN

American | Contemporary | Pizza | \$12 & under
49 W. Maryland St.

317-217-1291 | cpk0311@cpk.com | cpk.com

Casual dining featuring innovative pizzas that are creatively designed on a delicious crust and hearth baked to perfection, such as the original BBQ chicken pizza and the California club pizza. Also serving pastas, salads, soups, sandwiches, appetizers and desserts, including chicken-tequila fettuccine, the original BBQ chicken chopped salad, tortilla spring rolls and key lime pie.

TILTED KILT (FORMERLY JILLIAN'S)

American | Ethnic | Scottish | \$12 & under
141 S. Meridian St.
317-600-3633

mkenedy@tiltedkilt.com | tiltedkilt.com

We've got all the charm of a quaint pub in Scotland and all the energy of a raucous party in Indianapolis - and all just a short walk away from everything happening downtown! Whatever you want your Tilted Kilt experience to be, there are a few things you can always count on: ice cold beer and plenty of it, a mouthwatering menu full of pub fare you love, a festive atmosphere full of fun and friends and last but not least, beautiful women eager to put a smile on your face and make you feel right at home!

HIGH VELOCITY AT JW MARRIOTT INDIANAPOLIS

American | \$12 & under
10 S. West St.

317-860-6500 | highvelocityindy.com

Experience a high-tech Indianapolis sports bar. Enjoy quality food and beverages while you watch your favorite sporting event on an incredible multi-dimensional media wall, a sports ticker, banquettes with private high-definition TVs, large plasma-screen TVs and hundreds of sports channels. Offering multiple drinking and dining areas, guests can choose from a variety of dining ambiances for sports fans, families, singles and groups.

RATHSKELLER RESTAURANT

American | Contemporary | German | Steak
\$12 to \$24

401 E. Michigan St.

317-636-0396 | rathskel@flash.net | rathskeller.com

Housed in a historic, architecturally-notable German cultural center, Indianapolis' oldest restaurant has been in operation since 1894, and still serves such traditional Germanic fare as Sauerbraten and Schnitzel (and less-traditional fare like grilled yellowfin tuna and shrimp scampi). Beer lovers will find much to love on the drink menu, as the biergarten offers brews and microbrews from Germany, Europe, the U.K. and North America.

SLIPPERY NOODLE INN

American | \$12 & under
372 S. Meridian St.

317-631-6974

headnoodle@slippynoodle.com
slippynoodle.com

The oldest bar (est. 1850) in Indiana has been praised as one of the nation's top blues bars by *Rolling Stone* magazine. Patronized by everyone from Harrison Ford to Dave Matthews, the Noodle offers live blues seven days a week, and serves a full menu that runs the gamut from sandwiches to full-on dinners.

CLADDAGH IRISH PUB

Irish | \$12 & under
234 S. Meridian St.
317-822-6274

downtownindy@claddaghirishpubs.com
claddaghirishpubs.com

A real Irish pub with a menu featuring Irish stew, fish and chips and shepherd's pie. Enjoy great food and 20-oz pints. Live music. Get BOGO fish n' chips on Mons, karaoke Thursday nights and Stella Artois for \$3.50 every day. Reservations accepted Sun-Thu for parties of 6+.



Welcome to Indianapolis, the nation's 13th largest city! Although one of the nation's fastest growing metropolitan areas, Indianapolis has not compromised its friendly hospitality and welcoming atmosphere. A world of discovery awaits in Indy for business traveler, convention delegate and leisure visitors alike.

Indianapolis has long been known as the "Crossroads of America" because many of the nation's highways converge here. Downtown is just 15 minutes from the new Indianapolis International Airport terminal, while the city itself is within a day's drive of more than half the nation's population! And once you're here, getting around town is equally effortless. You'll find dynamic attractions, museums, theaters, shopping, restaurants and nightlife just steps away from the Indiana Convention Center & Lucas Oil Stadium and from your hotel. So, leave the car in the parking garage and explore everything

Indianapolis has to offer! Rather not walk? No problem. Taxis, a public transportation system, limos and horse-drawn carriages move people from place to place with ease.

This metropolitan area of 1.6 million people continues to surprise and delight visitors with its stunning skyline, world-class attractions and vibrant downtown. It's a mixture of cosmopolitan flair and cordial hospitality.

HOWL AT THE MOON
American | \$12 & under
20 E. Georgia St.
317-955-0300

howlatthemoon.com

Part concert, part audience participation and all entertainment, Howl at the Moon is a good-times piano bar that bills itself as the home of "the world's most dangerous rock 'n roll dueling pianos." Grab a drink, find a spot near the stage, and warm up your singing voice.

CHAMPPS AMERICANA
American | \$12 & under
49 W. Maryland St.
317-951-0033

7532@champps.com | champps.com

Sure, there are 11 TVs with athletic competitions on them. And yes, alcoholic beverages are readily available. But the quality of food served here (when's the last time you ate walnut crusted chicken while watching a ball game?) makes Champps far more than just another sports bar.

HARD ROCK CAFÉ
American | \$12 & under
49 S. Meridian St.
317-636-2550

indianapolis_gm@hardrock.com
hardrock.com

Immortal tunes, classic American food, original Hard Rock Indianapolis souvenirs, and the world's largest collection of rock n' roll memorabilia. Let us plan your next legendary group event for 15-350. Private room available decked out in Jackson family memorabilia. Serving lunch and dinner daily; breakfasts on special request, based on availability. Handicapped facilities.

HOOTERS INDIANAPOLIS DOWNTOWN
American | \$12 & under
25 W. Georgia St.
317-267-9637

indy1.hooters@rmdcorp.com | hootersrmd.com

Hooters nearly world-famous chicken wings served by the world-famous Hooters girls. It's the place your mother warned you about featuring great food, great fun, great service and cold beer. Have your next get-together in our private party room. Groups of 10-60 accommodated.

ROCK BOTTOM BREWERY
American | Pizza | \$12 to \$24
10 W. Washington St.
317-681-8180

indianapolis@rockbottom.com | rockbottom.com

Rock Bottom Brewery doesn't just do their own brewing. They've created a full menu of salads, burgers, sandwiches and entrees that equals their beers' taste and quality. As the company slogan says, it's "Food too good for a brewpub. Beer too good for a restaurant."

6 RESTAURANT & LOUNGE
American | \$12 to \$24
247 S. Meridian St.
317-638-6660 | 6indy.com

Enjoy dancing, entertainment or the perfect places for conversation.

ICE LOUNGE
235 S. Meridian St.

317-951-2174 | iceultralounge.com

In the heart of downtown's emerging and fashionable Wholesale District, Ice Lounge is the new 10,000 sq. ft. lounge that will change the way people view entertainment venues. Ice Lounge boasts three levels of space, three full-service bars, two dance floors and more than enough style.

NICKY BLAINE'S COCKTAIL LOUNGE
Contemporary | \$12 to \$24
20 N. Meridian St.
317-638-5588
nickyblaines@gmail.com
nickyblaines.com

Specializing in martinis and fine cigars, offering a world-class selection of wine, port, grappa, single malt scotches and vodkas. The menu features exquisite appetizers complementing the great cocktail selection. Appointments include fine wood paneled walls, luxurious carpeting, sofas and wingback chairs. Catering for meetings and banquets. Handicapped facilities, reservations accepted.

THE OCEANAIRE SEAFOOD ROOM
Seafood | \$24 to \$40
30 S. Meridian St.
317-955-2277

info@theoceanaire.com | theoceanaire.com

As sleek as a 1930s ocean liner, yet as relaxed as a dinner on the shore — the perfect setting to enjoy ultra-fresh seafood flown in daily from around the world. Sip a Sidecar in the lounge, sidle up to the oyster bar or kick back in a horseshoe booth before diving into a sea of ultra-fresh fish including steak-cut Alaskan halibut, seasonal Copper River salmon or true Dover sole or bluefin tuna. Handicapped facilities, reservations suggested, valet parking.

BAZBEAUX
Pizza | \$12 & under
333 Massachusetts Ave.

317-636-7662 | info@bazbeaux.com | bazbeaux.com

Enjoy innovative pizzas, salads and sandwiches made with the freshest ingredients, homemade dough and sauces and a choice of 52 toppings. *Indianapolis Monthly* magazine's People's Choice Award winner for best pizza. Dine in, carry-out or call for delivery. Banquets up to 60 people. Seasonal outdoor dining available. Handicapped facilities.

14 WEST RESTAURANT & SUITES
American | Contemporary | Seafood | Steak | \$24 to \$40

14 W. Maryland St.
317-636-1414 | 14west.net

This eclectic treat for the savvy diner, specializes in locally grown produce, Indiana-raised game and all natural seafood. Our executive chef carefully designs the menu around traditional American fare with an international twist. One of the only fine dining restaurants downtown to proudly serve USDA certified prime beef, but known for more than our steaks — Indiana produced duck, lamb and pork are the freshest and highest quality, and premium fresh fish are flown in daily. An extensive wine list nicely complements the upscale menu.

IARIA'S ITALIAN RESTAURANT
Italian | \$12 to \$24
317 S. College Ave.
317-638-7706

iarias@sbcglobal.com | iariasrestaurant.com

Family owned since 1933, Iaria's serves southern Italy-style food featuring homemade sauce and pizza. Reservations and call-ahead seating available.

MCCORMICK & SCHMICK'S SEAFOOD RESTAURANT
Seafood | Steak | \$12 to \$24
110 N. Illinois St.
317-631-9500

mccormickandschmicks.com

Guests enjoy our fresh approach to dining; offering a daily changing menu, 30 seafood choices, 80 different preparations and a staff that knows the difference. Conveniently located in the heart of downtown, steps away from the convention center, sports related activities and elite shopping. We cater to social and business outings in an unpretentious, friendly atmosphere. Private dining space is available. Our bar is built on traditional mixology, offering hand-crafted cocktails using fresh squeezed juices and our famous \$1.95 bar food menu.

THE OLD SPAGHETTI FACTORY
Italian | \$12 & under
210 S. Meridian St.
317-635-6325

info@osf.com | osf.com

The realization of every kid's dream: to eat Italian food inside a railroad car, while little loaves of garlic bread keep arriving on the table. Not a kid? Not a problem. The restaurant also offers old-fashioned conventional tables, to which it serves such crowd-pleasing entrees as spaghetti, lasagna, fettuccini and spinach tortelli. Banquets and large parties are always welcome.

ST. ELMO STEAKHOUSE
Seafood | Steak | \$24 to \$40
127 S. Illinois St.
317-635-0636

jfurge@stelmos.com | stelmos.com

In 1902 founder Joe Stahr named his new restaurant after the patron saint of sailors. St. Elmo has steered a true course ever since, earning a national reputation for its exceptional food, drink and service. Besides steaks, seafood, chicken and chops, St. Elmo offers an award-winning, 20,000-bottle wine cellar. Reservations are highly recommended, as is the restaurant's signature shrimp cocktail—a diabolic concoction ranked by *The Travel Channel* as the "world's hottest meal." Handicapped facilities, valet parking.

SCOTT'S BREWHOUSE
American | \$12 & under
1 Virginia Ave.
317-571-0808

bzajac@scottysbrewhouse.com
scottysbrewhouse.com

A huge casual restaurant and bar that offers lots of choices, whether it's picking a meal from the encyclopedia-sized menu, choosing one of the 70-some beers offered (nearly 30 on tap), or simply choosing which of the jillion sports-playing TVs to focus your attention on. Bring the family because kids eat free every Sun and Tue!

INDIANAPOLIS INFO

ADOBO GRILL
Mexican | \$12 to \$24
110 E. Washington St.
317-822-9990

georgem@adobogrill.com | adobogrill.com
Foodies flock to this Chicago import for authentic regional Mexican cuisine. Sit at Indy's only ceviche bar or sample from over 90 tequilas and fresh lime margaritas. Menu ranges from tableside guacamole to grilled half chicken in tamarind chipotle salsa. The swanky bar stays open later Wed-Sat for live music/dancing. Don't miss Latin Night every Sat featuring salsa, merengue, bachata and cha cha. Introductory dance lessons from salsaindy.com at 10 pm. Private dining rooms available for 6-200 guests.

NOODLES & COMPANY
American | Mediterranean | Thai | \$12 & under
121 W. Maryland St.
317-638-1300

wmaryland@sagamoredp.com | noodles.com
The quick-casual, globally inspired noodle restaurant that serves a balanced, flavorful menu of Asian, Mediterranean and American cuisine.

LORENZO'S RISTORANTE (FORMERLY AMBROSIA CENTRO)
BARCELONA TAPAS RESTAURANT
Italian | \$24 to \$40
15 E. Maryland St.
317-635-3096

sherri@ambrosiaitalian.com | ambrosiaitalian.com
Founded in 1979 by Italian-born Gino Pizzi, Ambrosia flourishes as an environment where food, drink and conversation can be enjoyed in equal measure. The second location in the heart of Indy's bustling dining corridor.

Enjoy your meal, while Pizzi and his dedicated and knowledgeable staff ensure that you experience the unhurried charm and authentic cooking that are the two inseparable components of true Italian dining. Lunch Thu-Fri, 11 am-2 pm, featuring a selection of appetizers, soups, salads, panini of the day and main dishes. Happy hour Mon-Sat, 5-7 pm, with half-priced house wines and appetizers.

HARRY & IZZY'S
American | Seafood | Steak | \$24 to \$40
153 S. Illinois St. Indianapolis
317-635-9594

jfurge@stelmos.com | harryandizzys.com
Harry & Izzy's is an independent, upscale American grill located next door to its older sibling, the St. Elmo Steak House. But while guests may notice a few family resemblances (the famously hot shrimp cocktail being one), Harry & Izzy's is swiftly developing an image all its own.

PATACHOU ON THE PARK
Bakery/Cafe/Deli | \$12 & under
225 W. Washington St.
317-632-0765

cafepatachou.com
Downtown in the Simon Headquarters, this energetic, metropolitan cafe offers award-winning gourmet breakfast and lunch with unique specialties. Free wi-fi, PowerPoint-enabled flat screen TV and private party space. Catering and carryout. Reservations accepted. Open Mon-Fri, 7 am-3:30 pm; Sat-Sun, 8 am-2 pm.

RUTH'S CHRIS
Seafood | Steak | \$24 to \$40
45 S. Illinois St.
317-633-1313

circlecentre@ruthschris.us | ruthschrisindy.com
Serving U.S. Prime steaks, fresh seafood and homemade desserts in downtown's most friendly and beautiful fine dining landmark. A world-class wine list and staff dedicated to exceeding your expectations. Handicapped facilities, reservations recommended, valet parking. Banquet facilities and private rooms can accommodate up to 120 people.

JOHNNY ROCKETS
American | \$12 & under
49 W. Maryland St.

317-238-0444 | johnnyrockets.com
Great-tasting food from a menu of all-American nostalgic favorites including juicy hamburgers, hand-dipped shakes and malts. An all-American diner look and feel, with servers who know the secret behind getting ketchup out of the bottle, tabletop jukeboxes that belt out tunes for a nickel and authentic decor.

RAM RESTAURANT & BIG HORN BREWERY
American | \$12 & under
140 S. Illinois St.

317-955-9900 | rkatz@theram.com | theram.com
A fun, casual restaurant and brewery featuring sandwiches, steaks, salads, seafood and handcrafted beers. Enjoy the game on a 120" high-def projection screen or on one of six high-def plasma TVs. Private dining areas for 20-200 guests. Handcrafted brews to-go in 64-oz. refillable growlers.

IOZZO'S GARDEN OF ITALY
Italian | \$12 to \$24
946 S. Meridian St.

317-974-1100 | info@iozzos.com | iozzos.com
Originally established in 1930 as the first full-service Italian restaurant in Indianapolis, and reopened in August 2009, using inspirations and recipes from the original Iozzo's restaurant. Join us for a traditional southern Italian meal in our cozy dining room or renovated courtyard, which will make you forget you're in downtown Indy, but rather in an old world Italian plaza. Banquets and large parties welcome, catering available.

MO'S...A PLACE FOR STEAKS
Steak | \$24 to \$40
47 S. Pennsylvania St.
317-423-2882

jeremiah@mosaplaceforsteaks.com
mosaplaceforsteaks.com

Indy's newest steakhouse is not just a restaurant, it is an experience. Famous for tableside meat tray presentations, classic atmosphere, elegant banquet and private party options, extensive wine lists and, of course, steaks. Enjoy steaks, chops, chicken or seafood as well as excellent service in an upscale yet fun atmosphere. Reservations suggested, valet parking.

JIMMY JOHN'S
Bakery | Cafe | Deli | \$12 & under
1 N. Meridian St.

317-686-0246 | jimmyjohns.com
America's favorite sandwich delivery guys with freaky fast service! Bread is baked in-house daily, meat and veggies are sliced daily, everything is served fresh with no additives or fake stuff. A variety of gourmet sandwiches on french sub buns, wheat bread or the JJ Unwich served as a lettuce wrap.

GREEK ISLANDS
Greek | Mediterranean | \$12 to \$24
906 S. Meridian St.
317-636-0700

angela@greekislandsrestaurant.com
greekislandsrestaurant.com

A place to relax and enjoy a true Greek experience. Enjoy our selection of fine wines and hand-rolled phyllo pies. Let the music carry you away to the Mediterranean while you dine on the best Greece has to offer. On Fri and Sat, experience authentic belly dancing. OPA!

BUCA DI BEPPO
Italian | \$12 to \$24
35 N. Illinois St.
317-632-2822

indianapolis@bucadibeppe.com | bucadibeppe.com
A modern Italian restaurant that offers fresh and flavorful dining in an eclectic, vintage setting. Dine with family or friends while enjoying the Italian traditions of food, friendship and hospitality. In the spirit of Italian culture, Buca's dishes are served family-style, to be shared by everyone at the table. Buca Small feeds up to three and Buca Large feeds up to six.

BUFFALO WINGS AND RINGS
American | Vegetarian | \$12 & under
111 W. Maryland St.

317-634-WING (9464) | buffalowingsandrings.com
The ONLY wing establishment with an exclusive saucing system, we provide a unique atmosphere to partake in an affordable lunch (only \$7.99 for entree, side + drink!) or an appetizing dinner. Traditional and boneless Buffalo-style wings or hand-breaded chicken tenders — all available in nine sauces with five customizable levels of heat, plus our homemade bleu cheese dressing. We also offer massive burgers, crisp salads and wraps, legendary charcoal-grilled gyros, over a dozen appetizers and a full kids menu. 54 high-def TVs — including 17 booths with a personal 19-inch screen in each. Full bar as well as arcade games geared toward adults and children, including Golden Tee.

THE CAPITAL GRILLE AT CONRAD INDIANAPOLIS
Seafood | Steak | \$41 and over
40 W. Washington St.

317-423-8790 | thecapitalgrille.com
Featuring dry-aged steaks, fresh seafood that is flown in daily and an award winning collection of over 400 wines. Open for breakfast, lunch and dinner, in the Conrad Hotel in the heart of downtown. Enjoy unique dining experiences in the lounge or on our outdoor patio in an atmosphere that is both luxurious and relaxed. Two private dining rooms, each hold up to 24 guests.

SKYLINE CLUB
Seafood | Steak | \$24 to \$40
One American Square
317-263-5000

contactus@skyline-indy.com | skyline-indy.com
The 36th floor of the One America offers two breathtaking views. The first is of downtown Indy. The second is of your plate, as it arrives at your table laden with chef Scott Reifenger's award-winning cuisine. Minutes from the Convention Center, the distinguished Skyline Club (affiliated with ClubCorp) maintains a business casual dress code. Private rooms for up to 300 people. Though technically a private club, out-of-town groups are welcome to use the facility for receptions, lunches or dinners.

Santorini Greek Kitchen
Greek | Mediterranean | Middle Eastern | \$12 to \$24
1417 E. Prospect St.
317-917-1117

jmwarholak@aol.com | greekkitchen.dine.com
Enjoy the friendly, welcoming attitude along with the crisp, clean, soothing atmosphere. Serving authentic homemade Greek food and American fare with a Greek flair.

CHICK-FIL-A
American | \$12 & under
49 W. Maryland St.
317-822-8501

01473@chick-fil-a.com | chick-fil-a.com/circlecentremall
We specialize in treating our Indy guests to the finest in Quick Service Dining. Your time is precious, so we want to serve you a delicious Chick-fil-A sandwich as quickly as possible. Open at 8 am for breakfast. Catering and delivery options!

BLU LOUNGE
240 S. Meridian St.
317-955-8585 | blu_lounge@me.com | bluindy.com
A high-end martini bar with upscale service and six VIP rooms, each with seating for 8-30 people. Bottle service available. Private parties for 8-30 people or book the entire place for a company event or party. Call our event coordinator to discuss your needs.

CADILLAC RANCH INDIANAPOLIS
American | \$12 to \$24
39 W. Jackson Pl.

317-636-0100 | cadillacranchindy.com
Located in Indy's historic Union Station. One of downtown's largest bar/restaurants, with 20 plasma TVs showing all of your favorite sports, live DJ and the BADDEST mechanical bull ride in town. Awesome dinner menu including our Jack Daniels BBQ ribs, burgers, chicken and more. Private dining/meeting areas available. Call for our nightly specials. Late night dance parties!

MESH ON MASS
Contemporary American | Seafood | \$12 to \$24
725 Massachusetts Ave.

317-955-9600 | www.meshonmass.com
Offering innovative cuisine in a casual atmosphere, Mesh on Mass is an ideal setting for business meetings, romantic evenings or a night out with friends. Weekly specials allow customers to sample the diverse menu and the \$2 bar menu (available 3-6 pm daily and late night) will complement your drink of choice. A private dining room with seating for 40 is available for your special event.

BARTINI'S PREMIER MARTINI LOUNGE
American | \$12 & under
39 Jackson Pl.

317-636-0963 | bartinisindy.com
Bartini's is a new swanky, upscale nightclub in Union Station featuring martinis, dancing, tapas and DJ entertainment. Bartini's expansive menu of unique martinis, nightly music and exciting atmosphere make it the perfect place to party, whether it's an intimate group or a gathering of several hundred. Bartini's will handle the occasion!

SEEING IS BEE-LIEVING!



SEE BUMBLEBEE TRANSFORM LIVE!

Aug. 19, 3 p.m.
Family Fun Pavilion

**More Bumblebee Sightings at
The Children's Museum of Indianapolis.**
Bumblebee transforms on Saturdays and Sundays
at 11 a.m. Also, see the 16-foot Bumblebee movie
prop from the 2007 live-action Transformers film
in the museum's Welcome Center.

SHOW YOUR
CONVENTION BADGE
AND RECEIVE 20% OFF
ADMISSION!

CHILDREN'S
MUSEUM
INDIANAPOLIS®

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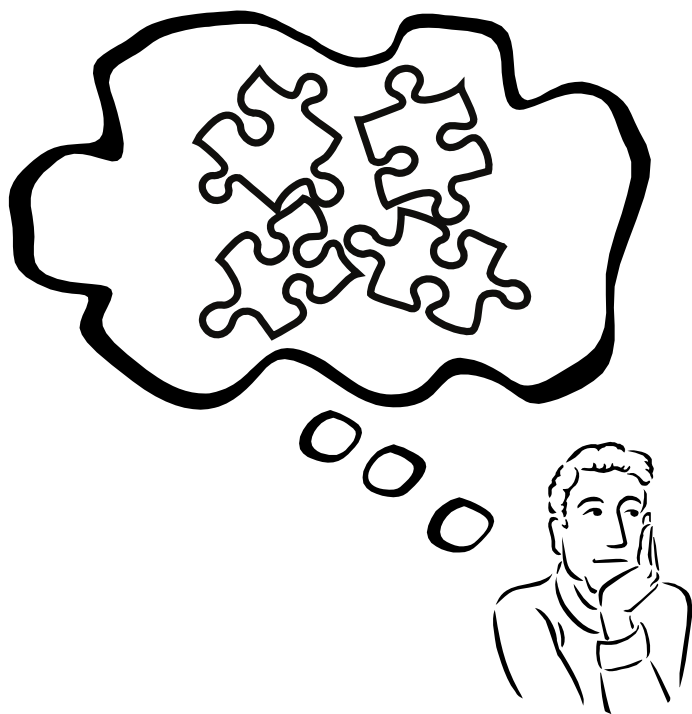
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**Featuring life-size versions of Twin Mill®,
Bone Shaker®, and more!**

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Trying to solve the mobile puzzle?.....



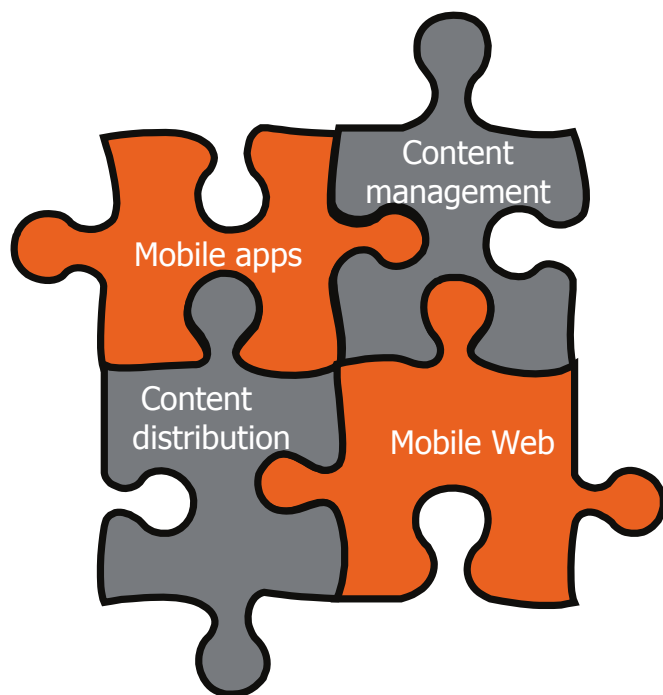
- Do you have a great idea for a **mobile** application but need to get it developed?
- Do you have video and other content that you want to send to your audience on their mobile device?
- Are you a business that wants to extend your web presence to the mobile environment to better serve your customers?
- Are you an organization that wants to reach your members more efficiently?

Let LaViaz Mobile solve the puzzle for you!

Your content is a valuable asset!

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CO-SPONSORS



MAYFAIR GAMES

Co-Sponsor & Training Grounds Sponsor

The Mayfair Games® publications encompass a wide array of great board games, card games, dice games, with content accessible to families and sought by gamers. This broad portfolio includes one of the world's bestselling game brands of all-time, The Settlers of Catan™. The Mayfair catalog of over 150 products offers a variety of fun and educational games that are full of intrigue, interaction, and provide outstanding replay value. In addition to being the world's leading train game manufacturer, Mayfair publishes games under the Amigo, Phalanx, and Catan brand categories. The company provides complete diversity in its products to satisfy all game enthusiasts. The topics of Mayfair games range from kid-friendly penguins and sheep to strongly themed games of collecting rare specimens in the Amazon, saving citizens from the fall of Pompeii, or forging your Trans-continental railroad.

This year at Gen Con Indy, Mayfair is previewing its new game Star Trek: Catan™, and in partnership with Gen Con, is happy to offer attendees the opportunity to have this game signed in the Mayfair booth on Friday afternoon by Nichelle Nichols, who portrayed Lieutenant Uhura in Star Trek™.

Mayfair will also host hundreds of gaming events in their Mayfair area in Hall K, including GIANT-sized Catan, World Wide Catan Championship Qualifier events and the ever-popular Great Mayfair Ribbon Quest!

Mayfair launched their "The Bob & Angus Show" on YouTube in 2011; be sure to keep your eyes open for sheep sightings at Gen Con!

Mayfair Games, founded in 1981, is an independent publisher of high quality games designed for gamers and family play. More information at www.mayfairgames.com.



Co-Sponsor & TCG Hall Sponsor

Wizards of the Coast is the leader in entertaining the lifestyle gamer. After nearly 20 years of dominating the tabletop RPG, hobby and strategy game markets, Wizards has expanded to include digital offerings by adding online options to many of its traditional games.

KEYNOTE ADDRESS: THE FUTURE OF DUNGEONS & DRAGONS

Join Wizards of the Coast for an unprecedented look into the future of Dungeons & Dragons, including the evolution of the game, the re-birth of a fantasy setting and the next generation of art. Wizards of the Coast is proud to host the first-ever Gen Con keynote address on Thursday, August 16th to share with the legions of D&D fans what's in store for the game that has changed gaming forever. Speakers include President and CEO of Wizards Greg Leeds, Senior Manager for D&D Research and Design Mike Mearls and some of the greatest creative minds in the industry. The keynote begins at 7:00 PM in the 500 Ballroom of the Indiana Convention Center and will also be live-streamed at DungeonsandDragons.com/events.

Rise of the Underdark. Awaken the darkness and become a drow as you delve into the D&D Experience at Gen Con. Visit eight unique locations that are thematically tied to Dungeons & Dragons and the drow city of Menzoberranzan to collect treasure* and participate in a variety of D&D activities in rooms 134 – 139 of the convention center.

*Any treasure offered is one per person, and while supplies last.

Visit D&D locations throughout the convention to collect exclusive Gen Con 2012 dice and complete the entire set of six.

MAGIC: THE GATHERING

Magic: The Gathering events will be running around the clock in Hall G. Players of all skill levels can choose from hundreds of different events including Magic 2013 MiniMasters, Commander format events, Championship events for Block, Legacy, and Vintage, and there will even be a Gen Con Championship! Additionally, attendees can watch the best players in the world battle in the World Magic Cup tournament and then play Magic: The Gathering – Duels of the Planeswalkers 2013 – the latest edition of the award-winning video game title from Wizards, which was recently named one of PC Gamer's Top 100 Games of All Time.

The company holds an exclusive patent on trading card games (TCGs) and their method of play and produces the premier trading card game, MAGIC: THE GATHERING®, among many other trading card games and family card and board games. Wizards is also a leading publisher of roleplaying games, such as DUNGEONS & DRAGONS®, and publisher of fantasy series fiction with numerous New York Times best-sellers. For more information, visit the Wizards of the Coast website at www.wizards.com.

SPONSORS



**FANTASY
FLIGHT
GAMES**

Contributing Sponsor

Fantasy Flight Games returns to Gen Con Indy in 2012 with an epic selection of demos, events, and tournaments! Be with us all four days for demonstrations of our hottest unreleased titles, as well as hundreds of scheduled events where you can spend hours playing your favorite new and classic FFG releases.

Join us for the debuts of *Android: Netrunner The Card Game* and *X-Wing Miniatures Game*! Head to our retail booth Thursday morning to be among the first to own these highly anticipated titles, then check your event schedule for their world-premiere inaugural tournaments.

The Fantasy Flight Games events at Gen Con range in scope from ongoing learn-to-play demos and casual play opportunities, to highly competitive events specially geared towards veteran players. The weekend culminates in Fantasy Flight Games' 2012 North American Championships for *A Game of Thrones: The Card Game*, *Call of Cthulhu: The Card Game*, *Warhammer: Invasion The Card Game*, *Dust Tactics*, and *Dust Warfare*, where the very best card players in the world will compete to decide who is worthy to be named North American Champion!

Come visit us in exhibit hall I at booth numbers 813, 819, 911, 919, 1107, 1113, and 1119.

KONAMI

Contributing Sponsor

Konami Digital Entertainment, Inc. - the exclusive licensee and rights holder to the Yu-Gi-Oh! TCG in North America and Latin America - is pleased to be an official Contributing Sponsor of Gen Con Indy 2012. The Yu-Gi-Oh! TRADING CARD GAME - the #1 trading card game in the world with over 22 billion cards sold - is a game of strategy, where players create individual Decks of cards collected from Structure Decks and Booster Packs. Two players then engage in a Duel while using cards that represent powerful monsters, magical Spells and surprising Traps. Duelists with well-constructed Decks, dominating monsters, solid strategy and good fortune are the victors in the Yu-Gi-Oh! TCG.

The latest information about Konami can be found on the Web at www.konami.com.

Konami Corporation is a publicly traded company based in Tokyo, Japan with subsidiary offices, Konami Digital Entertainment Co., Ltd. in Tokyo, Japan, Konami Digital Entertainment, Inc. in the United States and Konami Digital Entertainment GmbH in Frankfurt, Germany.



Contributing Sponsor

Paizo Publishing is a leading publisher of fantasy roleplaying games, accessories, board games, and novels. Paizo's Pathfinder Roleplaying Game, the result of the largest open playtest in the history of tabletop gaming, is the best-selling tabletop RPG in today's market. Pathfinder Adventure Path is the most popular and best-selling monthly product in the tabletop RPG industry. Paizo.com is the leading online hobby retail store, offering tens of thousands of products from a variety of publishers to customers all over the world. In the ten years since its founding, Paizo Publishing has received more than forty major awards and has grown to become one of the most influential companies in the hobby games industry.

This year at Gen Con, Paizo is proud to release Ultimate Equipment, a huge hardcover catalog of items and treasures for the Pathfinder RPG, the Rise of the Runelords Adventure Path Anniversary Edition (collecting the very first Pathfinder campaign), brand new Rise of the Runelords Pathfinder Battles pre-painted plastic miniatures produced in cooperation with WizKids, and several other high-profile gaming products. Paizo's Pathfinder Society Organized Play campaign, running hundreds of tables of Pathfinder games throughout the Gen Con weekend, is one of the largest tabletop gaming campaigns in history.



Event Partner Sponsor

The mission of Rio Grande Games is to promote the playing of family strategy games. We are particularly interested in getting families playing these games together. We feel that too many families have gotten away from spending good social time together. Playing good games together is a great way for families to spend social time together. We consider the games we offer to be choice games because each player is asked to make a choice on each turn. Thus, these are not games based on luck, but reward good choices and teach children that the choices they make are important. We hope the lessons children learn while playing our games will be carried into their lives and they will learn that making good choices in life leads to the same good results as they do in games.



Promotional Partner

LaViaz Mobile provides mobile applications that let you inform, connect and interact with your customers, fans or membership. Our solutions are written primarily for the iPhone™/iPod Touch™ but we can develop mobile web based applications that will function on a variety of platforms.

LaViaz Mobile is headquartered in Carmel, Indiana. We have over 15 years of experience in web development, applications programming and content management. Founded in 2007 by two avid sports fans, LaViaz Mobile initially focused on the development of iPhone™ applications aimed at the college sports community. Building on our initial product, SportsView™, we now offer mobile solutions to virtually any business or organization that wants to build a mobile community with its clients, members or fans.



VIG Lounge Sponsor

Xorbees are foam-filled, fabric covered comfy chairs of heavenly goodness. Just take a seat and you'll experience the difference as you're immediately cradled in the comfort of their unique blend of foamy goodness. High quality materials, an intuitive design, and unparalleled relaxation make Xorbees the perfect furniture for game rooms, kids' rooms, dorm rooms, living rooms, man caves or anywhere people want to relax. Check them out...your body will thank you for it!



**SALTIRE
GAMES**

Indianapolis Local Retail Store Sponsor

Saltire Games is a local Indianapolis hobby game store. With a large, multi-room gaming area, and a sizable retail space, they serve both the gaming and shopping needs of customers. Saltire Games is your buy here, play here game store. Check them out on the web at www.saltiregames.com, or on Facebook, or stop by the store at 11723 Pendleton Pike, on the northeast side of Indianapolis.



CHARITY

Gen Con isn't just about gaming, it's also about giving and this year Gen Con Indy will be raising funds for STARS Youth Foundation, Inc.

Gen Con hosts the following events in which proceeds will go directly to the charity ...

- Ace of Aces XI
- Cardhalla XIV
- Charity Auction

Be sure to stop by the STARS Youth Foundation booth located in the Family Fun Pavilion of the Exhibit Hall.

STARS Youth Foundation

STARS Youth Foundation seeks to serve underprivileged youth through innovative programming designed to empower them to succeed academically, socially, and morally. SYF is dedicated to transforming the Indianapolis community one youth at a time and Gen Con are thrilled to be able to support them in this endeavor through your support.

For more information about STARS Youth Foundation, Inc. visit their website at www.syfindy.org.



AT A GLANCE

LOCATION

STARS Youth Foundation Booth #243

CHARITY AUCTION

Saturday, 8 pm

CARDHALLA COIN TOSS

Saturday, 8 pm (approx.)

**WHETHER YOU'RE
EXPANDING YOUR
COLLECTION OR
CREATING A NEW ONE,
WITH OFFICIALLY LICENSED
GEN CON MERCHANDISE,
NO MEMORY WILL BE LEFT BEHIND.**



Dice Bags

**STOP BY
THESE BOOTHS
TO CHECK OUT
ALL OF THE
MERCHANDISE
FOR 2012.**



Dice Tins

OFFWORLD DESIGNS (1919)



T-shirts, bags, beer steins, shot glasses, hats and much more!

12TH ANNUAL ENNIE AWARDS



2011 ENNIE WINNERS

BEST WEBSITE

GOLD: Obsidian Portal
SILVER: d20pfsrd.com

BEST PODCAST

GOLD: Yog-Sothoth
SILVER: Chronicles: The Pathfinder Podcast

BEST BLOG

GOLD: Critical Hits
SILVER: Gnome Stew

BEST ART, COVER

GOLD: A Song of Ice and Fire Campaign Guide
SILVER: Shadowrun: Attitude

BEST ART, INTERIOR

GOLD: Pathfinder: The Inner Sea World Guide
SILVER: DC Adventures

BEST CARTOGRAPHY

GOLD: Pathfinder: Inner Sea Poster Map Folio
SILVER: Bookhounds of London

BEST PRODUCTION VALUES

GOLD: Pathfinder: Bestiary 2
SILVER: The Dresden Files RPG

BEST WRITING

GOLD: The Dresden Files RPG
SILVER: Delta Green: Targets of Opportunity

BEST RULES

GOLD: The Dresden Files RPG
SILVER: D&D Rules Compendium

BEST FREE PRODUCT

GOLD: Old School Hack—Basic Game
SILVER: A Time of War: BattleTech RPG Quick Start Rules

BEST ELECTRONIC BOOK

GOLD: Continuity
SILVER: Shanghai Vampocalypse

BEST AID OR ACCESSORY

GOLD: Hero Lab
SILVER: D&D Essentials: Dungeon Tiles Master Set—The Dungeon

BEST MINIATURES PRODUCT

GOLD: Mousling Heroes
SILVER: BattleTech 25th Anniversary Introductory Boxed Set

BEST RPG RELATED PRODUCT

GOLD: Castle Ravenloft Boardgame
SILVER: BattleTech 25th Anniversary Introductory Boxed Set

BEST ADVENTURE

GOLD: Pathfinder AP #43: The Haunting of Harrowstone
SILVER: Delta Green: Targets of Opportunity

BEST MONSTER/ADVERSARY

GOLD: Pathfinder: Bestiary 2
SILVER: Monster Vault

BEST SETTING

GOLD: Pathfinder: Inner Sea World Guide
SILVER: Dark Sun Campaign Setting

BEST SUPPLEMENT

GOLD: Pathfinder: Advanced Player's Guide
SILVER: Space 1889: Red Sands

BEST NEW GAME

GOLD: The Dresden Files RPG
SILVER: The Laundry

BEST GAME

GOLD: The Dresden Files RPG
SILVER: Mutants and Masterminds Hero's Handbook

PRODUCT OF THE YEAR

GOLD: Pathfinder: Advanced Player's Guide
SILVER: The Dresden Files RPG

FANS' CHOICE, BEST PUBLISHER

GOLD: Paizo Publishing
SILVER: Wizards of the Coast

The Gen Con EN World RPG Awards ("The ENnies") began with an online chat session hosted by Gary Gygax in 2001. Since then they moved from a hallway at Gen Con in Milwaukee to posh ballrooms in Indianapolis, but the core ideal has never changed: highlighting excellence in role-playing games.

The ENnies are an annual fan-based celebration of the best of the year's products from fan-made podcasts to professional publications and accessories. The Awards are the best way for fans to acknowledge outstanding effort and to say "thank you" to the publishers, designers and artists who contribute to our cherished hobby.

Special appearances from gaming luminaries, a silent auction, cash bar and much more are planned for this special occasion. The "crown jewel of Gen Con" will continue to shine on for another twelve years! Why not join us this year to celebrate this year's winners, and raise a glass to excellence?

ALL-TIME WINNERS OF BEST PUBLISHER

2001: Privateer Press
2002: Wizards of the Coast
2003: Malhavoc Press
2004: Green Ronin Publishing
2005: Green Ronin Publishing & Paradigm Concepts
2006: Green Ronin Publishing
2007: Wizards of the Coast
2008: Paizo Publishing
2009: Wizards of the Coast
2010: Paizo Publishing
2011: Paizo Publishing
2012: Find out Friday!



AT A GLANCE

LOCATION

Union Station : Grand Hall

DAY & TIME

Friday

COCKTAIL RECEPTION & SILENT AUCTION

6:30 pm

AWARDS CEREMONY

8 pm



**FEELING
LOST?**

GET YOUR BEARINGS AT THE ENNIE AWARDS.

Join us in celebrating excellence in RPG design at the 12th Annual Gen Con EN World RPG Awards. Through this public-voted event, we recognize the best products of the past year, as decided by *you*, the fans.

Come meet the creators of your favorite games, learn about the newest hot items and discover where the RPG industry will be heading next.

**Grand Hall at Union Station
August 17th, 2012**

Cocktails & Silent Auction 6:30 PM
Award Ceremony 8:00 PM



SPONSORED BY



Art and design by Claudio Pozas.

ENTREPRENEURS' AVENUE

1453 1552	1553 1652	1653 1752	1753 1852	1853 1952	1953 2052
1451 1550	1551 1650	1651 1750	1751 1850	1851 1950	1951 2050
1449	1549	1649	1749	1849	1949

Be sure to visit the newest members of the Gen Con exhibitor community in Entrepreneurs' Avenue. Support the game industry giants of the future!

Abbotts Hollow Studios	1752	Gamer Geek Heroes	1851	Ragnarock Pty Ltd	1950
Blue Spire Consulting	1850	Gifts & Blessings	1753	Rather Dashing Games	1849
Chivalry Games	1451	Gillespie Games LLC	1551	Remove from Game, llc	1853
Dark Skull Studios	1550	Goblin Road LLC	1650	Steve Argyle	1852
Dead General's Society, LLC	1549	Gypsy Rain Studios	1750	Studio 9 Inc.	1553
Dystopia Rising	1652	Inkarnate	1953	The End Game Center	1651
Endless World	1552	Kaiser Studio Productions	1653	Thornhenge LLC	2050
Early Productions	2052	Known Scallywags	1949	Two Lantern Games	1952
Floodgate Games, LLC	1449	Mythical Eras of War Games, LLC	1751	Wargames Factory	1649
Foreshadows: The Ghosts of Zero	1749	Protagonist Games	1453	World in Chains Chainmalle	1951



MARKETING FELLOWSHIP RECIPIENTS



DGS Games, LLC is excited at their selection as a Gen Con marketing fellowship awardee in 2012. Gen Con Indy is a major part of DGS Games Freeblades miniatures product launch plan. The year 2012 marks the culmination of five years of development work and the release of a fully playtested professionally printed rulebook and miniatures for four starter factions.

DGS Games focuses on the production of high quality, realistically sculpted, metal figures in the 32 mm scale. DGS has already established a web presence to support their products with active forums on their website, Facebook and twitter, plus regular news updates at online sites like Tabletop Gaming news and The Miniatures Page. CEO Tom Meier said "DGS Games is extremely grateful for this Gen Con marketing fellowship, and we look forward to being part of the Best Four Days In Gaming!"

Entrepreneurs' Avenue at booth #1549.



Floodgate Games is a new hobby gaming publisher hailing from Minneapolis, MN. If you like dynamic game mechanics and captivating themes, you'll love their games! They are proud to be at Gen Con Indy this year for the launch of *Legacy: Gears of Time*; a strategic card game, mechanically rooted in its time travel theme. Whether you supported them on Kickstarter earlier this year, or are just hearing about them for the first time, feel free to stop by their booth to meet great people and play some fun games!

Entrepreneurs' Avenue at booth #1449.



The Very Us Artists are thrilled to be making their debut appearance at Gen Con Indy this year and are grateful for being awarded a Marketing Fellowship. They hope to bring something new and different to the Gen Con exhibit experience, namely a cyberpunk-fuelled multimedia anthology of original music and fiction called *Fore Shadows: The Ghosts of Zero*.

There will be words to read, music to hear, art to gaze upon, books to sign, swag to swipe, elbows to rub, and pony rides (pending Gen Con approval.) No promises on the pony rides. But there's a strong chance contributing author Ed Greenwood will be stopping by to hang out from time to time. No promises on Ed Greenwood rides, either.

Entrepreneurs' Avenue at booth #1749.



Rather Dashing Games is set to make their Gen Con Indy debut this year! They are a new gaming company that has the audacious goal to bring you, the gamer, products that are well.... rather dashing if they do say so themselves! Veteran game designer Mike Richie and intrepid artist Grant Wilson have pooled their talents to forge a new spin in the Fantasy gaming market. Their opus, *Four Taverns* will have you competing to be the greatest tavern in the land where thirsty adventurers gather at the close of their epic quests.

All of their products feature great game mechanics which are approachable for the casual gamer, but rich enough for the gaming hobbyist. Each also features beautiful artwork that provide the games with a wondrous sense of depth, unique to each title. All of their products are made right here in the good ol' USA, another reason to feel good about them!

Entrepreneurs' Avenue at booth #1849.



Wargames Factory LLC specializes in hard plastic, wargaming miniatures in 28mm scale. They have also recently branched into 15mm scale with our new WWII line. Currently their kits cover Sci Fi, Historical, Fantasy and Modern genres with many new figures in the works.

Their entire team is fixated on achieving the highest detail obtainable in plastic miniatures and providing our kits at excellent prices. They are truly excited and grateful for our Gen Con Marketing fellowship and can't wait to meet their existing customers along with the opportunity of sharing our product with lots of new faces. Please come by their booth to see their line and to pick up some of their great giveaways. They look forward to seeing you!

Entrepreneurs' Avenue at booth #1649.



Avast ye! Scurvy Dogs International, LLC, the mad partnership between the massive master of mustaches, Darren J. Gendron, and the tiny tattooed terror, Obsidian Abnormal, is showing off two fantastic games at Gen Con Indy 2012.

The Scurvy Dogs first board game release, *Scurvy Dogs: Pirates and Privateers*, was the result of a successful Kickstarter and a horde of greedy pirates making a game about treasure, rum and booty. As part of the promotion, the secret limited edition cards of the mermaid, melusine, siren and manatee will be available.

Also, the Scurvy Dogs will be demoing a project known only as C3G. There are rumors of ninjas, weretigers, zombies, gnomes, erasers, Santa, and geeks involved.

Entrepreneurs' Avenue at booth #1949

VOLUNTEER PROGRAM

Be part of the team that brings the magic of Gen Con to the gaming world. Volunteering is a great way to get involved in the convention, gain experience and insight into the industry and save a few bucks! For additional information regarding our Volunteer Program, check out the Volunteer section of our website at www.gencon.com.

NO VOLUNTEER LEFT BEHIND

Join in the fun! We are always searching for new friends to help make "The Best Four Days in Gaming!" a reality. The Volunteer Program has two exciting avenues to explore. Those who only have a small amount of time to devote to volunteering can check out our 16-Hour and 32-Hour "Page" positions. Those interested in becoming a part of the Gen Con family can join our Mentorship Program, where you will learn the ins and outs of running a convention. Whichever route you choose, we welcome you!

45
YEARS

OF VOLUNTEERS!

The Gen Con Team knows we couldn't have survived 45 years of gaming without our fabulous volunteers. It's people like you who help us provide the highest quality experience for our attendees. By donating your talent, time and expertise, you'll not only get an opportunity to meet people who share similar interests, but you may discover a new sense of appreciation of the show.

THERE'S PLENTY OF TIME TO HAVE FUN

We at Gen Con know everyone's primary reason for coming to the show is to play games and socialize. Not to worry! We schedule volunteer shifts around your gaming schedule. Yes, there's work to be done, but we make sure there's plenty of time left to play!

BECOME A 2012 VOLUNTEER PAGE

Join the Page pool for a little fun and some great benefits. Our Volunteer Coordinator is one of our top 3 Captains and has worked at Gen Con for over 30 years! He takes good care of all our Pages, distributing schedules to those who sign up before the show. If you didn't sign up ahead of time but have time to spare while at the convention, feel free to ask our Volunteer HQ staff about joining the ranks to get some of these benefits...

16-HOUR PAGES RECEIVE:

- A Volunteer T-shirt *
- Access to the Volunteer HQ Lounge
- A full refund on your 4-Day badge **
- Two (2) Generic Event Tickets

32-HOUR PAGES RECEIVE:

- A Volunteer T-shirt *
- Access to the Volunteer HQ Lounge
- A full refund on your 4-Day badge **
- Partial hotel reimbursement †
- Four (4) Generic Event Tickets

* Volunteer T-shirts are to be worn during the work shift only and are not to be worn in bars, nightclubs, etc.

** All Volunteers must wear a Gen Con Indy badge while working or attending events in the convention center or any of the surrounding hotels.

† Hotel reimbursements are based on a 4-person room occupancy rate (up to \$55 per night). Pages are responsible for making their own housing arrangements.

PLEASE NOTE: All Pages must complete a timesheet and return it to Volunteer HQ onsite or Gen Con LLC within four (4) weeks after the convention to receive reimbursement. For more information on reimbursements, take a look at the Volunteer section on our website, www.gencon.com.



THE MENTORSHIP PROGRAM

Volunteers in our Mentorship Program are our Indy family. We've had the pleasure of working with hundreds of committed and talented volunteers over the past 45 years. Our volunteers bring tremendous value and heart to Gen Con Indy, and we know that the show would not be possible without them.

Interested in becoming an integral part of the Gen Con family? The key to the Mentorship Program (as it is with Gen Con itself) is longevity! Our Captains are the backbone of the show, some of them attending and assisting Gen Con for over a decade (or two...or three). They lead and train the rest of our volunteers and contribute to making Gen Con the enormous success that it is. New members start at the Apprentice level and work their way up to Deputy and, if they prove their worth, to the illustrious role of Captain. We're always looking to expand the family tree.

APPRENTICES

Mentorship begins at the Apprentice level, where volunteers work with and learn from our long-time Captains. Apprentices work a minimum of 36 hours during the show and receive a Volunteer T-shirt*, a 4-Day badge refund**, partial hotel reimbursement † (same as a 32-Hour Page), access to the Volunteer HQ Lounge and six (6) generic event tickets. After a minimum of two years, they are considered for promotion to Deputy. Show your skills and passion for Gen Con, and your supervising Captain will put in a good word for you when the time comes.

DEPUTIES & CAPTAINS

At the Deputy level, volunteers take on more responsibility while continuing their studies of how Gen Con works. Gen Con Staff and lead Captains watch their Deputies carefully to determine if and when they are ready to be promoted to Captain. Our Captains and Deputies devote themselves to Gen Con and are often privy to behind-the-scenes situations and inside information. Some of our Captains also help us with special projects throughout the year and represent Gen Con at other conventions.

During the show, Captains and Deputies often work over 40 hours and act as Gen Con's eyes, ears and mouths, which is why they receive the maximum amount of benefits we can provide. They wear the Gen Con Event Team shirts* and "Event Team" badge** to show their status. They also enjoy part of a hotel room (to be shared with a fellow Captain or Deputy), a small per diem (based upon their level), access to the Volunteer HQ Lounge and Show Office, travel assistance (for Captains) and free system credit (based upon their level).

* Volunteer T-shirts and Event Staff shirts are to be worn during the work shift only and are not to be worn in bars, nightclubs, etc.

** All Volunteers must wear a Gen Con Indy badge while working or attending events in the convention center or any of the surrounding hotels.

† Hotel reimbursements are based on a 4-person room occupancy rate (up to \$55 per night). Apprentices are responsible for making their own housing arrangements.

PLEASE NOTE: All Apprentices must complete a timesheet and return it to Volunteer HQ onsite or Gen Con LLC within four (4) weeks after the convention to receive reimbursement. For more information on reimbursements, check out the Volunteer section on our website, www.gencon.com.

EVENT VOLUNTEERS

If you want to work full time for a specific event at Gen Con Indy, consider becoming an "Event Volunteer". These positions are not part of the Gen Con Volunteer pool, so please contact the Event Organizer or GM to get involved. Event Volunteers interested in moving out of their specific event and joining the Gen Con Volunteer program are welcome. Just let us know!



REMEMBERING A BELOVED VOLUNTEER

Our hearts go out to the family and girlfriend of Matthew Kehl, who was killed in a car crash last October. Matthew was a sweet young man who started as an Apprentice volunteer in the Mentorship Program a couple of years ago and quickly became one of our favorites. He was so excited about Gen Con that he worked for us year-round as our Assistant Volunteer Coordinator. He will be missed by hundreds of friends, gamers and fellow volunteers.

AT A GLANCE

VOLUNTEER HQ

Tuesday, 2 pm – 6 pm

Wednesday, 9 am – 9 pm

Thursday – Saturday, 7 am – 9 pm

Sunday, 7 am – 4 pm

HOW TO JOIN THE RANKS

It's easy! Visit our Volunteer HQ kiosk, and our Volunteer Coordinator will be happy to assist you. There are a number of volunteer positions available, and your participation will be rewarded. But remember, volunteers must be a minimum of 14 years or older, and minors must have a parent or guardian sign Gen Con's Parental Consent, Medical Waiver and Indemnity Agreement. Keep in mind minors are only allowed to work up to 6 hours per day, making them eligible for the 16-Hour Page level only.

We ask all volunteers to act in the best interest of Gen Con by respecting attendees, fellow volunteers and staff, as well as promoting a safe and healthy environment. All volunteers are required to read the Volunteer Policies before completing a Volunteer Application.

VOLUNTEER RECOGNITION

Gen Con would like to thank the following individuals for all of their hard work and dedication. We couldn't do it without them!

VOLUNTEER CAPTAINS AND DEPUTIES

Amanda Amabile	Nicholas Eutsler	Elizabeth Henricks	Byron McCullough	Sean Parrack	William Sampson *
Charles Bailey, Jr.	Eric Fair	Lydia Herbison	Tiana McDaniel	Chris Patterson *	Brandy Schaffer
Chris Baylis	Nicholas Felice	Bruce Heroux	Connie McTavish	Ryan Petrick	Gord Simpson
Sylvain Bergeron	Ron Felice	Suwada Hinds	Donna Millheim	Steve Pfannes, Sr.	Tod Sistrunk *
Charlene Britton	Lisa Fernandes	Rob Hines *	Bear Mobley	Dominic Pinchott	Elaine Smith
Dave Carlson	TJ Flanigan *	Cat Hoffman	Mark Modena	Christina Preece	Jeff Smith
Wes Carpenter, Jr.	Justin Foerster	Sarah Horton	Wendy Modena	Kevin Preece	Bridget Swirski *
Scott Cramer	LouAnn Foerster	Donald Johnson, Jr.	Carlena Money	Geoffrey Pruitt	Scott Tatum
Crystal Cranfill	James Forest	Andrea Kachelmeier *	Samantha Morales	Belinda Radovich	Mitzi Trout
Kyle Culmann	Chris Fossum	Diesel LaForce	Bob Morris	Carol Rau	Tanita Tullis
David Culver	Brad Gabriel	Sirrether Lanier	Aleta Mullen	Kevin Rau	Leah Warden
Steve DeHart	Lauren Gallo	Thuy Le	Anne Murry	Dana Renfrow	Elaine
Michael DeLisi	Brian Gates	Michael Lee	Ben Neau	Roderick Robertson	Wesolowski-Oliva *
Ashley Dennis	Misty Gates	Tracey Lee	Christine Nicholls	Dina Rodriguez	Joe White
Brett Dennis	David Gervais	Joe Locastro	Rob Nicholls	Isabella Rodriguez	Barbara Wilt
Rik DesChain	Ken Girard	James Lynch	Trond Nilsen	Mitch Rohrbaugh	Bikwan Wong
Lorena Diaz	Jason Gish	Todd Madison	Jamie O'Connor	Amy Rowe	Desmond Wooten
Maureen Dominguez	Michael Green	Lee Maile	Joe O'Connor	Carly Rutledge	Larry York
Arthur Dreese	Ian Griswold	Marissa Maile	Robert O'Neal	Amber Sampson *	Vicki Yuen *
Amanda Eisenberg	Rachel Groynom	Imran Malek	Ryan Opalk *	Katlin Sampson	Mary Zahnle
Ivan Erickson	Brock Hanke	Jibran Malek	Mike Overstreet	Tammy Sampson	
Mary Erickson	Alicia Hansen	Chandler Marshall	Steve Parenteau	Will Sampson	* 2012 Deputy



FORUM MODERATORS

Marian McBrine (Forum Coordinator)
Patrick Seymour (Senior Moderator)
Bob Cahill
Lee Maile
Sonja Parker

IT STAFF

Matt Elhotiby (Developer)
Tom Hunter (Developer)
Brian Gates (Team Lead)
David Reis (Team Lead)
Michael DeLisi
Chris Patterson
Katlin Sampson



...And all of the unmentioned volunteers without whom Gen Con Indy just wouldn't be the same. Thank you!

COORDINATORS AND EVENT VOLUNTEERS

Art Show

- Barbara Fisher (Art Show Manager)

Auction

- Bruce Carson (Auction Manager)
- Jon Huston (Auction Manager)
- Katie Fountaine (General Manager) and all the Auction Volunteers!

Cardhalla

- Wil Zambole and his Team!

Costume Contest

- Anne Brown (Costume Contest Coordinator) and her Team!

ENnie Awards

- Tony Law

Event Coordinators

- Lee Maile (BGM & CGM)
- Roderick Robertson (LARP)
- Leah Warden (RPG)

Field Trip & Trade Day

- Faith Felice (Field Trip, Educator & Librarian Programming Manager)
- Steve Pfannes, Sr. (Field Trip & Trade Day Assistant)
- Joshua Baker
- Sara Belvedere
- Carl Doninger
- Chase Kahlo
- Ryan Keys
- Craig Lien
- Andrew Peterson

- Steve Wolbrecht

- Students and Staff of Todd Academy

Film Festival

- Chuck Budreau (Film Coordinator)

Game Library & Pick-Up Play Area

- Lee Maile and his Library Team!
- David Koch and his Volunteers!

Miniature Hobby Events

- Katie Gonzalez (Paint & Take Coordinator)
- Debby Lewis (Speed Painting Coordinator)
- Alison Scheirman (Sponsorship Coordinator)
- Amy Stegmann (Painting Competition Coordinator)

NSDM

- Mark McDonagh and his Team!

SPA & Costume Program

- Marian McBrine (SPA & Costume Program Coordinator)

VIG Program

- Amy Rowe and Donald Johnson, Jr. (VIG Coordinators)

Volunteer Program

- Wes Carpenter, Jr. (Volunteer Coordinator for Page Volunteers)

Writer's Symposium

- Marc Tassin (Literary Coordinator)

THE FUN WAY TO DISCOVER NEW GAMES



FOLLOW GAMES

EXPLORE
REVIEWS & TIPS

GAIN FOLLOWERS



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YOUR PROFILE

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COMPLETE QUESTS



REVIEW GAMES

GAIN EXPERIENCE
& LEVEL UP!



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Go to: www.boardgaming.com/register



GEN CON COMMUNITY/ FORUMS & STINK PARTY



Join the ever-growing Gen Con Community where attendees can ask questions, share advice and find out the latest news and happenings about Gen Con Indy. Our Forums are the place to be if you want to be part of the Gen Con fan base. Come voice your opinions and meet new friends before the show!

Be sure to say howdy to our Forum Moderators, Gen Con's online "voice", and thank them for all they do.

Marian "marimacc" McBrine – Forum Coordinator
Patrick "noffham" Seymour – Sr. Forum Moderator
Bob "Starwind" Cahill – Forum Moderator
Lee "BGGuy" Maile – Forum Moderator
Sonja "PunkRockSonja" Parker – Forum Moderator



AT A GLANCE

LOCATION
Union Station : Grand Hall

DAY & TIME
Wednesday, 6pm

Stink 9 APOCASTINK

We're not sure if this is the right way to end the world but we do know it's the right way to start Gen Con! The original Wednesday event where you can: meet gaming groups, socialize with gamers from around the world, see friends you haven't seen in a year, and play unique games. End of the world theme games with a Central American twist. Start Gen Con off right with a little Apocastink!



STAR TREK[®]

CATAN



**NICHELLE NICHOLS (UHURA) WILL BE
PRESENT AT THE MAYFAIR GAMES BOOTH
FRIDAY AFTERNOON!**

***Booth
431***

**See Bob and Angus by the
Mayfair Van - Free Coffee, water
and a limited edition pin, show
up Thursday, Friday, Saturday
and Sunday Mornings...8am to
9:30am.**

"THE GREAT MAYFAIR GAMES 2012 RIBBON QUEST!"
FOR PARTICIPATION IN MAYFAIR ROOM HALL "K" EVENTS AND COMPLETING DEMOS
AT THE MAYFAIR BOOTH...



**WWCC US
Qualifier
Thursday Friday
and Saturday
Mornings in Hall
"K"** Participants must
be 18 years of age and a
citizen of the U.S.A.

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**IN THE MAYFAIR GAMES
EVENT AREA HALL "K"**

18XX

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Visit booth 431 and play in a free Demo!

the diana jones award

FOR EXCELLENCE IN GAMING



For the twelfth year in a row, the Diana Jones Award for Excellence in Gaming celebrates everything that's the best about gaming. That can mean a game system or supplement, a magazine, a company, a designer, an event or convention, or any other entity that shows gaming at its absolute zenith.

The announcement of the Diana Jones Award winner is one of the first events at Gen Con Indy. During the months before the show, the Diana Jones Award Committee — a mostly anonymous group of gaming alumni and illuminati from around the world — begins discussions about the best and brightest from adventure gaming in the previous year. After much playtesting, discussion, and voting, the committee's nominations are whittled down to a shortlist, which is the cue for more discussion and voting until a single winner is declared.

At a private event held the Wednesday before Gen Con begins, winners receive the traveling Diana Jones Award trophy, a perspex pyramid containing the burnt remains of the last unsold copy of TSR's *Indiana Jones RPG* from 1984. To find out why the trophy takes this unusual form, visit DianaJonesAward.org.

The award was set up in the year 2000, with the first trophy given out at Gen Con 2001. The winners so far are:

- 2000: Peter Adkison, founder of Wizards of the Coast (and now owner of Gen Con LLC and CEO of Hidden City Games)
- 2001: Ron Edwards and his self-published RPG *Sorcerer*
- 2002: Joint award: Jordan Weisman (FASA, *WizKids*) and *Nobilis* RPG
- 2003: *My Life with Master* by Paul Czege from Half-Meme Press
- 2004: *Ticket to Ride* by Alan R. Moon from Days of Wonder
- 2005: Irish Game Convention Charity Auctions
- 2006: *The Great Pendragon Campaign* by Greg Stafford
- 2007: Joint award: *Grey Ranks* RPG and Wolfgang Baur
- 2008: *Dominion* by Donald X. Vaccarino from Rio Grande Games
- 2009: BoardGameGeek.com, edited by Scott Alden and Derk Solko
- 2010: *Fiasco* by Jason Morningstar, from Bully Pulpit Games

SPECIAL THANKS

to the sponsors of this year's Diana Jones Award ceremony: Anthony Gallela, Atlas Games, Bully Pulpit Games, DriveThruRPG.com, Evil Hat Productions, Galileo Games, Gamera, Gaming Paper, Gen Con, Hostile Work Environment, Iron Die, Janice Sellers, Lone Wolf Development, Magpie Games, Matt Forbeck, Notting Hill Games, Paul Tevis, Phil Lacefield, Pinnacle Entertainment Group, Ryan Macklin, Storm Bunny Studios, and Twin Suns Entertainment.

To discover who has won the twelfth annual Diana Jones Award, stop by the Gen Con Info booth or visit DianaJonesAward.org during or after the convention!

The items on this year's shortlist are:

- *Burning Wheel Gold*, an RPG system by Luke Crane, published by Burning Wheel
- Crowdfunding, with particular acknowledgement to Kickstarter
- *Nordic Larp*, a book by Jaakko Stenros and Markus Montola, published by Fëa Livia
- *Risk Legacy*, a board game by Rob Daviau, published by Hasbro Inc.
- *Vornheim*, an RPG supplement by Zak S, published by Lamentations of the Flame Princess

Come play all weekend in room 212

Buy the game at booth 1033

Gen Con Sale Price: \$30!

THE SECRET FIRE

2012 INNOVATIVE GAME DESIGN AWARD WINNER (I-CON 31)

FRAGMENT I: THE WAY OF TREE, SHADOW & FLAME

NEW CALLINGS (ASSASSIN, DRUID, HUNTSMAN, KNIGHT-ERRANT, SKALD)

NEW PRAYERS, SPELLS & RITUALS

NEW TRAITS & TRADEMARKS

EXPANDED ENERGY POINT OPTIONS

BACKSTORY & RELATIONSHIP GENERATION TABLES

NEW EQUIPMENT

RULES FOR BUILDING AND RUNNING YOUR OWN DOMAIN

NEW MONSTERS

NEW TALISMANS

NEW WAYS TO USE THE ELDER GODS & CHARACTER WHEEL

NEW OPTIONAL RULES

NEW RANDOM ENCOUNTER TABLES FOR SANDBOX PLAY

AND MORE !

Check out the first supplement for THE SECRET FIRE roleplaying game, featuring designers:

Ed Greenwood
Logan Bonner
Michael Curtis
Thomas Reid
George Strayton

Cover and interior art by:
Antonio José Manzanedo Luis

"A flavor-filled approach to fantasy gaming that puts the mystery and magic back into the dark recesses of the dungeon."

— Monte Cook

"With THE SECRET FIRE, George Strayton has captured the sense of wonder, possibility and (yes) magic that I felt when I first played D&D back in 1979."

— Stan!

PICK UP THE SECRET FIRE RULEBOOK,
MC SCREEN, AND OTHER PRODUCTS
AT THE LEGENDARY REALMS BOOTH



THE SECRET FIRE™ Secret Fire Games
www.secretfiregames.com



VERY IMPORTANT (VIG) PROGRAM

EXCLUSIVE VIG EVENTS

This year's events include:

The VIG Mixer –
VIG TICKET (ENT1237796)

The VIG Mixer –
Guest Ticket (ENT1237797)

VIG Paint and Take
(MHE1237305-MHE1237312)

Draco-Lich Undone
(puzzle-oriented) (TDA1235808)

Giants' Travail (TDA1235638)

Draco-Lich Undone
(combat-oriented) (TDA1236174)

VIG - Make Your Own Chainmail
Dicebag (WKS1232163)

VIG - Make Your Own Chainmail
Dicebag (WKS1232164)

Gen Con 'How It's Made' VIG
Tour (ZED1237791)

And more!

We are always looking for more
people to run games, seminars,
workshops and other events just
for VIGs and their Companions.

If you are interested, please
contact our VIG Coordinators
at vig@gencon.com anytime
throughout the year!



VIG MIXER

This year VIGs and their guests are celebrating Gen Con's 45th Anniversary at Ruth's Chris Steak House (who just celebrated their own 45th anniversary in 2010). The VIG Mixer is a combination of delicious food, fun drinks, gaming and socializing in an inviting, candle-lit atmosphere. You know you want to join us...

VIG LOUNGE SPONSOR

We are pleased to present Xorbee as the 2012 VIG Lounge sponsor! As a new Gen Con sponsor this year, they have brought fresh life to the VIG Lounge in order to make sure no Gamer is left with a sore behind (insert groan for bad pun here). VIGs can stop by the Lounge to enjoy the foam-filled, fabric covered comfy chairs of heavenly goodness. Or stop by their booth in the Exhibit Hall to check out the high quality materials, intuitive design and unparalleled relaxation that make Xorbees the perfect furniture for game rooms, kids rooms, dorm rooms, living rooms, man caves or anywhere people want to relax. Come on...your body will thank you for it!



SPECIAL MERCHANDISE

The VIG Pack is filled with Gen Con merchandise and donations from some of our loyal Exhibitors, and many of our VIGs share these goodies with their gamer buddies. VIGs can also rent board games in the Lounge, enjoy complimentary beverages and pick up drink tickets for the Gen Con dance. Want more? How about free system credit! That's right, our VIGs are so "important" that we give them system credit to spend on event tickets or additional badges for friends.

EARLY EXHIBIT HALL ACCESS

Thursday morning, before the doors open to the general public, VIGs and their Companions will have the pleasure of perusing hundreds of Exhibitor booths in our massive Exhibit Hall while the bulk of our attendees are chomping at the bit at the front doors. Want to be envied? Become a VIG!



GAMER

BECOME A



VERY IMPORTANT
GAMER!

Gen Con's exclusive VIG Program is the perfect way to experience the magic of Gen Con Indy. Perks include early access to the Exhibit Hall, VIG-only events, a separate housing block and much more. Don't be left behind...become a "Very Important Gamer" and celebrate the next 45 years with Gen Con!

VIG LOUNGE

Very important people should have their own space away from the chaos of other players. At Gen Con, the VIG Lounge is the place to be! Here VIGs and their Companions can avoid the long registration lines and pick up their badges and event tickets at leisure, relax on comfy couches, pick a table and play games with fellow VIGs and Companions or check out the special events and demos brought in by some of our Exhibitors.

AT A GLANCE

VIG LOUNGE

LOCATION

ICC : Rooms 116-117

DAY & TIME

Wednesday, noon – 9 pm

Thursday – Saturday, 7 am – 9 pm

Sunday, 7 am – 3 pm



VIG HOUSING BLOCK

Indianapolis continues to add beautiful hotels to the downtown area. But as the convention grows, hotel rooms will continue to be rare commodities. VIGs have lady luck on their side and are guaranteed one of their top three hotel choices. Join the VIG Program, and you won't be left behind when Housing Registration opens! *(Remember, all hotel rooms are self-pay and room fees are not included in the VIG Package price.)*



DISCOUNTS FOR 2013!

We want to make sure no VIG is left behind next year, so all 2012 Very Important Gamers will have the chance to pre-register early at a discounted price! Any remaining VIG Packages will become available when Badge Pre-Registration officially opens. This is one of our best perks now that the program has become so popular. In 2011 the VIG Packages were snatched up within three hours of Badge Pre-Reg opening. This year they were gone in four minutes!

OTHER VIG PACKAGE BENEFITS

- A 4-Day badge with special VIG access
- A badge holder with VIG logo
- Reserved seating for the Costume Contest and Hickman's Killer Breakfast
- Free MANNA! (a.k.a. system credit – does not expire)
- A "Members Only" VIG Forum on the Gen Con Community site

VIG COMPANION BADGES

Very Important Gamers don't have to leave their gamer friends behind either. Instead, they can share the wealth by inviting a few select friends or family members to become VIG Companions. These privileged individuals may join their VIG friend for early Exhibit Hall access on Thursday or in the VIG Lounge for special events, games, demos and complimentary beverages. Companions also have the pleasure of picking up their Will Call items or purchasing additional badges and event tickets in the Lounge instead of waiting in line with thousands of other attendees in the Main Registration area.

Did you miss out on celebrating our 45th year as a VIG? Well, we want to make sure no gamer is left behind, so think about becoming a VIG for Gen Con Indy 2013! More information can be found on our website at www.gencon.com. But remember to jump in and purchase your package as soon as Badge Pre-Registration opens in January, before they sell out!

SHOW HIGHLIGHTS



THE HOUSE

Gen Con's exclusive watering hole is open for business! The House features a full bar, daily bar menu, great atmosphere and lots of places to relax, lounge and play games!

This year The House will be host to several Gen Con events such as "Speed Dating", "Media Meet & Greet and "Say Anything-Better with Alcohol".

The House is located in the basement of the Union Station and is open to all Gen Con attendees (21 and over) Thursday through Saturday, 6 pm to close.

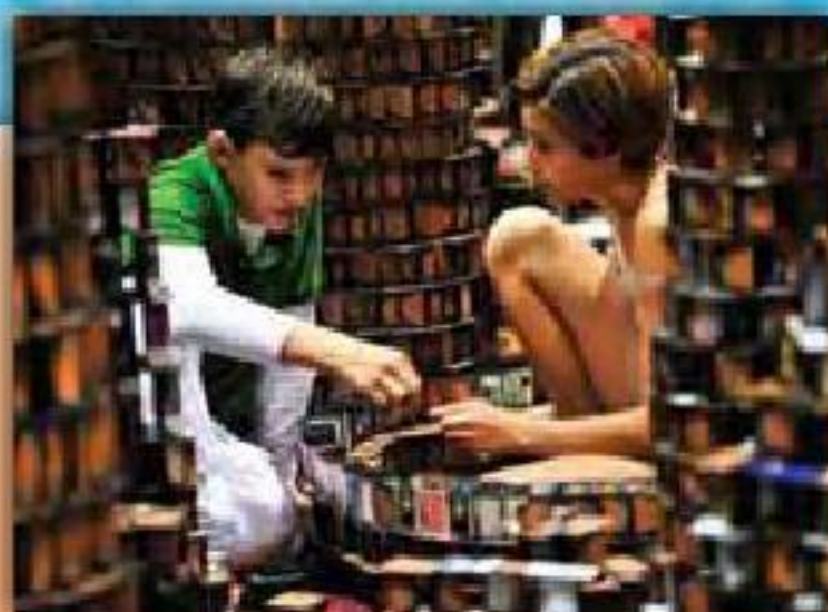
BLOOD DRIVE

The Indiana Blood Center and Robert Heinlein Society are back at Gen Con for another Blood Drive.

Stop by the Blood Drive booth located in the hallway of the Crossroads concourse to **make an appointment** to donate. The Indiana Blood Center blood mobile will be **onsite Friday and Saturday** in the Maryland Street Motor Lobby.

Last year, with your generous donations, the blood drive delivered 61 units of blood, let's make it 62!

The
Heinlein
Society



CARDHALLA 14

Welcome to the 14th annual Cardhalla at Gen Con.

Cardhalla is a 24 hour free event where everyone can participate. Come help build a city of cards all made from donated cards. Just grab a pile and start folding and stacking. Be artistic and have fun. Make just about anything you want. Got some time between events and just need a place to unwind? Come join for a couple of minutes.

But then...on Saturday Night come help join destroy everything for charity. Bring some pocket change to throw with all money going to the show charity of choice – **STARS Youth Foundation**. The closing festivities begin at 10pm on Saturday including the auction for the first throw and total destruction at 10:30pm.

Build. Donate. Destroy.



INSTANT GAME SHOW

Welcome to the fastest game show in Indy! Throughout Gen Con watch for the game show cart to roll up. Then you have your chance at 10 minutes of fame answering trivia questions or participating in some strange challenge. Win and you go home with a prize! New questions and challenges this year await you.

Instant Game Show...just add you!



FACE PAINTING

Hugabug Family Entertainment is once again roaming the halls and in the Family Fun Pavilion providing custom face art painting. Want to be wood nymph, a fantasy animal, or a creation of your own? Transform your face into anything your heart desires. Hugabug has you covered!



GYPSY TAROT READER

Gypsy ... tarot cards ... reading... these words conjure up thoughts of mystery, magic and more ... a great combination for Gen Con don't you think! Our resident Gypsy Tarot reader will be onsite using the cards to gain insight into the past, present and future. Stop by and learn what mystery and magic the cards have in store for you.



BALLOON SCULPTOR

Tim Thurmond's passion to show the world just how much ingenuity can be crafted from a balloon began over 20 years ago. During that time he has won numerous international awards and a World Record for his art.

Tim will be sculpting a dragon out of balloons during the show. Stop by the **hallway booth** located just **outside Hall K** to see Tim create his one of a kind masterpiece! The completed piece will then be **auctioned off at the Charity Auction on Saturday.**

To view all of Tim's artwork visit www.TheBalloonSculptor.com.



WORSHIP SERVICE

The Christian Gamers Guild is hosting a non-denominational worship service on **Sunday at 9am**. The service will include readings from scripture, singing familiar hymns, a sermon, and will also offer an optional communion. Stay afterwards to meet fellow Christians and learn more about the CGG organization. The service will be held in the convention center **room 243**.



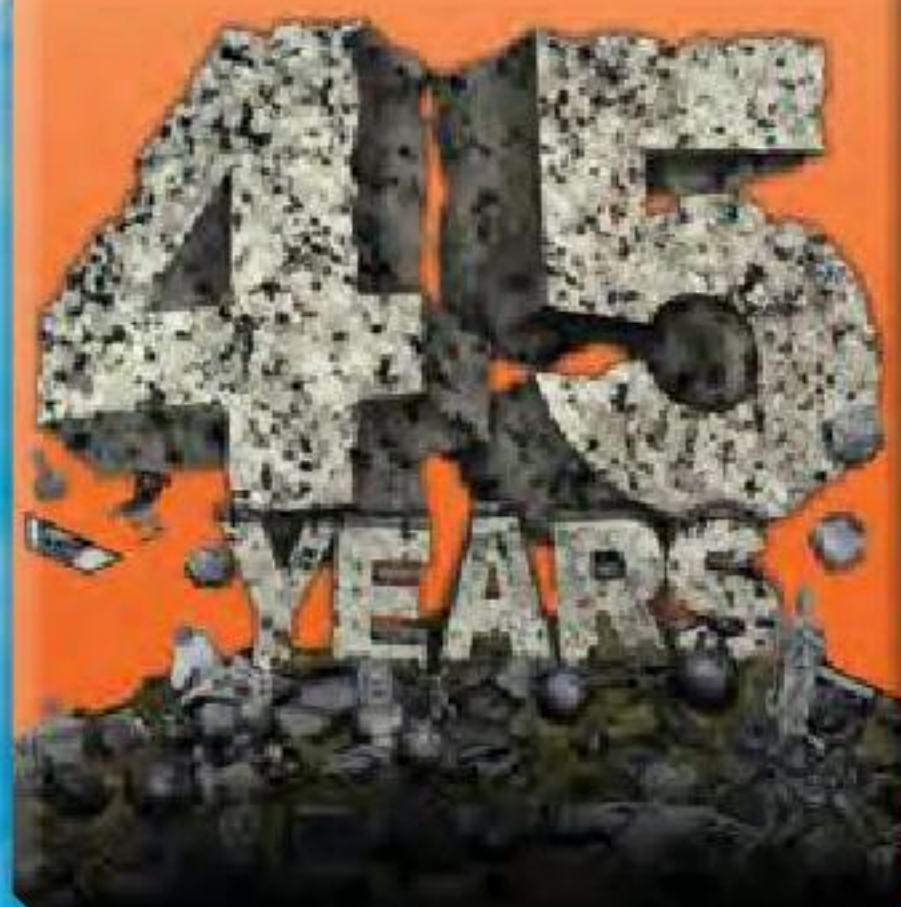
ELDER PARTY RALLY

Freaks Mutants and Policy Wonks the Elder Party Wants YOU! Do you want change in the White house or in the Universe! Do you FEAR the Teal Party? Join Dr. Randji Portjonni, Mr. Shiny and Mongo with rumors that Father Dagon and Mother Hydra may show up? Fabulous prizes for best nomination speeches. Survivors will be rewarded. Sponsored by Chaosium and Dagon Industries.



OPENING CEREMONIES

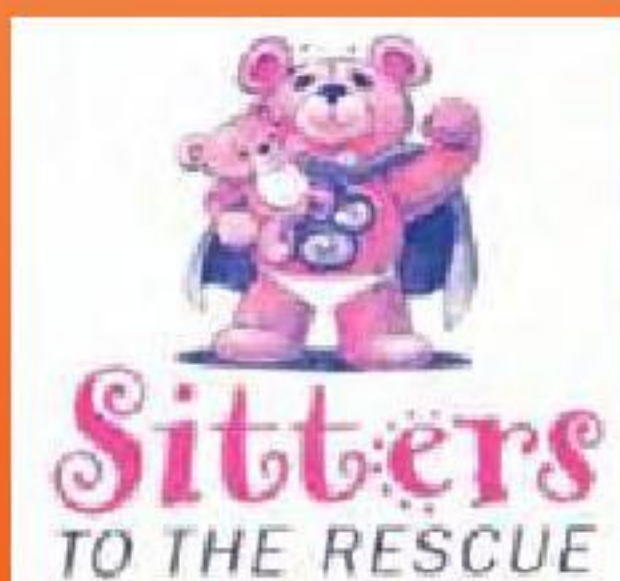
Join us for Opening Ceremonies on **Thursday at 9:45am** outside the Exhibit Hall entrance for the official kick-off and first dice toss of "The Best Four Days in Gaming"! We got several guest appearances lined up for this year. Join us as we celebrate 45 years!



SHOW HIGHLIGHTS

CHILD CARE AT THE CON!

Back by popular demand, Gen Con has once again brought **Sitters to the Rescue**, a professional child care provider, to care for your child onsite. Child care services are for ages 0-12. Sitters to the Rescue will be open for business Thurs-Sat 9am-7pm and Sun 9am-4pm. Stop by **room 115** in the convention center to find out more information about this service.



CHAIR MASSAGES

Enroute Spa is back (pun intended) to bring rejuvenating chair massage therapy onsite.

Enjoy a 10, 15, 20, 25, or 30 minute relaxing massage focusing on neck, shoulders, back, arms, and hands. Services cost between \$14 and \$39 (not including tip), cash and credit card only. No appointment is necessary. You can find them at the corner of the Crossroads and Hoosier concourses!



ZOMBIE WALK

Back for its 6th leg-loosing year, get your zombie on and join the fun-filled shamble through the convention center or stand and gawk as the parade of undead passes by. But keep your wits about you; you never know what tasty morsel the horde might like to try ...



TEDDY BEAR CHAINMAILLE

Medieval Monkey Creations is back for Gen Con 2012 and we're switching things up again this year. We have increased the size of ALL of our classes, especially our VERY popular Teddy Bear Chainmaille classes. This year we've also rolled several new projects in with some old favorites to create "buffets" of chainmaille, pick one of several projects, and we'll walk you through it.

We have a unique, and by all accounts, entertaining approach to teaching the craft of chainmailleing. We go over the hows, and don'ts, and make sure you leave the class with a solid foundation to continue on, if you so choose. We give lots of one on one time as we walk everyone through completing their chosen project. We keep it casual and social and are located in the Crowne Plaza, Hay Market A room for the entire convention so drop on by and see what we're all about!



Medieval Monkey Creations

ORC STOMP 5K FUN RUN

The Orc Stomp is a 5k fun run through scenic White River State Park right in downtown Indy! We are in our fourth year and are becoming a tradition for many who have attended. We are operated and attended by



enthusiastic gamers who love running, those discovering their inner athlete, those who want to reinforce new habits, and those who just want a little fitness fun while seeing some sights and meeting new people.

We have a wide variety of participants, including run/walkers and fast walking. Mile 2 is conveniently located at the start/finish area for anyone to stop early.

We pride ourselves on being judgment free and open to anyone interested in fresh air, exercise, and socialization, provided your health allows for some light exertion. We are not about disproving gamer stereotypes or combating unhealthy lifestyles. We're just about doing something healthy and having a great time.

Start off your day at Gen Con right. Get energized to game until you drop!

Visit our website at www.orcstomp.com or visit us on Facebook.

THE DAMSELS OF DORKINGTON

The Damsels of Dorkington are here to usher in a new era of Dork Pride. They are three nerdalicious ladies, and one dude in a dress, who have come to bring you Nerdcore Improv. It's a blend of raucous comedy, music, and geekery guaranteed to make you laugh, cry, or vomit ... perhaps all three.

This year at Gen Con, the Damsels are offering multiple events that include a little something for everyone! Every improv performance is unique, as we allow YOU, our audience, to guide and shape each experience. From spoofing King Arthur (complete with audience members portraying additional characters) to utilizing randomized plot elements to create our own unique and slightly insane Superhero story. As an audience member, you can expect a fully interactive story complete with plenty of opportunities to get in on the fun (or to make sure the friend you came with gets volun-told to get on stage).

For more information on the group and specifics for the shows, feel free to visit www.DorkPride.com.



"...AND SEWING IS HALF THE BATTLE!"

Costuming has been a part of fandom for decades, and it's one of the most unique and personal things you can do at a convention. It's all about using yourself as an artistic medium – and, of course, it's great fun.

Our costuming workshops are fun and informative, with events including wigs, makeup, making con-safe armor and props, wings and other fantasy prosthetics and more. In each session you'll get hands-on practice and a project to wear out or finish at home. And don't forget that sewing is only half the battle – perfect the other half in "Costuming: Presentation & Character" to make your costume complete.

New to costuming? Check out the "Found Object" workshop. We have popular specialty events too such as "D6 jewelry" or jeweled headpieces, as well as the "Learn To Dance THRILLER!" lessons.

Be sure to check our website at www.AndSewingsHalfTheBattle.com, or catch us on Twitter via @ASIHTB.



KLINGON OPERA BALLET

"wa' SaD ram wa' ram je" or "One Thousand Nights and a Night" is a tale of a Klingon warrior returning after years at war to find much has changed. The performance includes music by il Troubadore Klingon Music Project, dance by the Different Drummer Belly Dancers and best of all, it is performed entirely in original KLINGON!

A unique experience you don't want to miss. The event is on **Friday at 3pm** in the **500 Ballroom**. Get your tickets to this one of a kind event (ENT1238204)!



GAMERS LIVE

Join the cast of "The Gamers: Dorkness Rising" for a live improv comedy event where the audience is the GM, featuring *Gamers* writer/director Matt Vancil, and cast Brian Lewis (Cass), Christian Doyle (Gary), Scott C Brown (Leo), and Nathan Rice (Lodge). With your help, we'll create a new canon story in the Gamers universe!

Then, immortalize yourself in the on-screen audience as Jen Page joins us to film the climactic tournament scene from our newest feature film, "The Gamers: Hands of Fate". VIP front row seating available. Brought to you by Zombie Orpheus Entertainment, Dead Gentlemen Productions, Paizo Publishing, and AEG, with video production and SFX by Synn Studios.

THE GAMERS: LIVE



PREMIERE EVENT GROUP HIGHLIGHTS

These are run by groups that hold to the highest standards with their games. They consistently have full games and work closely with us to make sure that everything is in order for their events. If you're looking for games run by a group with a solid history and proven track record, start here.



ABLE KOMPANIE

Come join the fight with Able Kompanie. We'll be hosting games using the Flames of War system that allow players to command a company level force

in World War 2 North Africa or Vietnam 1970, in a fast moving 15mm miniature wargame. For players interested in learning more about the game, our Gamemasters will help you learn the rules and game-play and we'll provide everything you need to lead your force into battle. By using the sort of tactics and cunning that a real-life field commander would, you and your miniatures soldiers will fight their way to victory! For more experienced players, we will be hosting three 24 player Regional Qualifying Tournaments—some of the first in the 2012-13 Tournament Season. At these events, players can assemble their own forces and try them out against other players from around the country in several rounds of missions in a single day of gaming on a challenging variety of intricately detailed game boards reflecting terrain found in many of the theatres of war during World War 2. Whether you have never played the game before or are a veteran player, come join Able Kompanie in this fun and exciting 15mm World of War!



ALDERAC ENTERTAINMENT GROUP

Exciting things, FUN things are happening at AEG this year! We have three; count them, Three Big Nights filled with gaming!

Are you a collectible card player? Do you prefer to make your foray into the realm of role-playing? Or, perhaps you get your FUN from a boxed Board Game?

AEG has it all. Thursday we are running a Special Storyline Event to celebrate the release of the *Second City Boxed Set* of the *Legend of the Five Rings RPG*. Each player will receive a special collection of L5R RPG Swag.

Then come back on Friday and play some more. What a *Smash Up* we have planned for you! We have moved our Big Gaming Night to Friday to give everyone more of a chance to play full games of our Greatest Hits! *Thunderstone*, *Nightfall*, *Ninja*, *Infinite City*... And who knows what *Smash Up* is in store for your gaming enjoyment! No simple Bag of Holding can contain the Special Swag from this event!

But the excitement isn't over yet! Our L5R CCG is celebrating the printing of the 10,000 Card! Seventeen years, and we are still going strong! Whether you are a loyal follower, haven't played in a while, or just want to check out the game, this is THE Place to be! All levels of playing will be done at this event. You do not have to know anything about L5R to participate. Come and learn. But most of all, come because this is just going to be the most FUN!

AEG is legendary for our Big Bag of Holding. Swag Bags from our Evening Events will not disappoint. After an evening of incredible FUN, you will leave with spectacular goodies!

Get your tickets now. Don't delay; our Big Events have limited numbers! Now, have some FUN! AEG Fun!



ARC DREAM PUBLISHING

RPG studio Arc Dream Publishing (www.arcdream.com) specializes in hard-hitting adventure that puts the focus squarely on the courage and sacrifice of heroism — along with fast-playing, suspenseful action. Over the past four years, Arc Dream has been nominated for more than a dozen *Ennie Awards*. In 2011 it won two for "Delta Green: Targets of Opportunity," which it produced for Pagan Publishing.

Arc Dream's classic game "Godlike" presented superhero roleplaying like it had never been played before. "Wild Talents," one of the earliest "crowdfunding" success stories from the pre-Kickstarter days, took that suspense and action into all new settings and styles of superhero play, from the Victorian era of "The Kerberos Club" to the 1960s alternate history of "Progenitor."



BLADERUNNER-PRESS

Bladerunner-Press is once again proud to present fresh versions of well-known scenarios, injecting their own twists and turns to thrill and entertain the players. Their original modern-day horror RPG, **Endless Terrors**, will be used for not one, but two tales of terror. In "Lizzie Borden Took an Axe...", your team of supernatural investigators is sent to Fall River, MA to follow up on new clues that could help solve one of the most brutal double-homicides in history. "Twenty(4)" pits a group of gamers at Gen Con game convention against a centuries-old evil, with the help of a special surprise guest star.

Deadlands: The Weird West returns in a scenario entitled "Blazing Saddles," where townspeople from Tombstone have been found eerily scorched to death while still atop their horses. Is it the work of a careless Mad Scientist, or something much more sinister? We know for sure it's not the work of Mel Brooks.

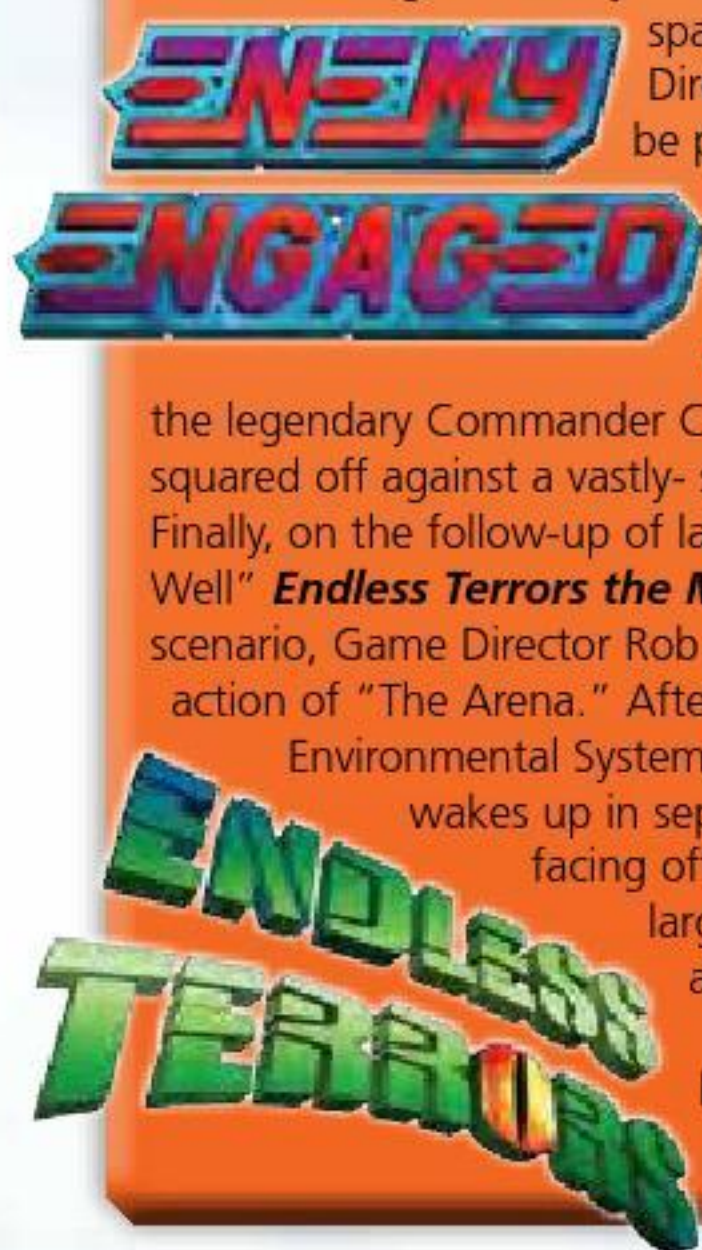
Continuing his history of recreating famous sci-fi

space encounters, Game Director Gene Cramer will be presenting the **Enemy Engaged** version of "The Battle of Molecay" from the Battletar Galactica universe, where

the legendary Commander Cain and the Fifth Fleet squared off against a vastly-superior Cylon task force. Finally, on the follow-up of last year's "The Poisoned Well" **Endless Terrors the Miniatures Game** scenario, Game Director Rob Manuel controls the action of "The Arena." After being captured by Elrod

Environmental System's agents, your team wakes up in separate enclosed caverns, facing off against something very large across from you in an all-out fight for survival.

Join us all weekend long for non-stop thrills and terror.



"Monsters and Other Childish Things" takes a turn for the spooky and funny where the players are modern-day kids whose best friends are super-dangerous monsters from beyond time and space.

The magazine "The Unspeakable Oath," available in print and digital formats, presents new horrors and resources for your Cthulhu Mythos roleplaying games.

Now Arc Dream's "Delta Green" roleplaying game, in development by the creators of the hugely acclaimed series of "Call of Cthulhu" sourcebooks, aims to redefine modern-day horror gaming.

Join Arc Dream at GenCon 2012 for tons of registered game sessions where you can see what makes these games great.

And mark your calendar for three open-seating seminars — on Delta Green, Superheroes in Alternate History, and Zombies in RPGs — where you can talk about Arc Dream's projects with the developers themselves.

CHAOS HAUNTED TOURS

Chaos Returns!

Join Chaos Haunted & Historical tours as they take you on along a dark pathway into the haunted downtown district of Indianapolis. This 90 minute walking tour will visit some of the spookier locations in hopes that we'll catch a glimpse for ourselves of something unexplainable from beyond the veil. You'll hear frightening tales of the past and some of the rich history of the city.

Some of the highlights of the tour include:

- The ghosts of Union station
- The oldest bar in the city where there have been numerous reports of ghosts from years gone by. Small wonder since it was once a bordello and rough drinking establishment.
- A restaurant where customers feel unusual cold spots and have other strange encounters. Of course it was once rumored to be the site of illegal boxing matches where some of the fighters died.
- A past Governor's mansion that was never lived in yet numerous people were afraid to enter because it was rumored to be haunted.
- An out of control fire that left firemen and others dead in a downtown building. One of the young firemen still appears to wake guests up in the middle of the night to alert them to a fire that happened many years ago.
- A theater where one of the past directors still makes his ghostly presence known.
- And much, much more!

On Thursday August 16th & Saturday August 18th Chaos will premiere the very first Vampire Tours of Indianapolis.

Walk the pale and gloomy streets of downtown Indianapolis with us as we delve into an underbelly that holds dark secrets. We'll explore vampire locations and blood lore lost for a century. We may perchance have a visit from some of our "toothy" friends along the way. Some of the night will contain fictional "encounters" yet a certain amount of true history will be intertwined creating a web a mysterious otherworldly adventure with Vamps who skin doesn't sparkle.

Let Chaos Haunted & Historical Tours lead you into the abyss of the unknown and forgotten in the heart of the Hoosier capitol.



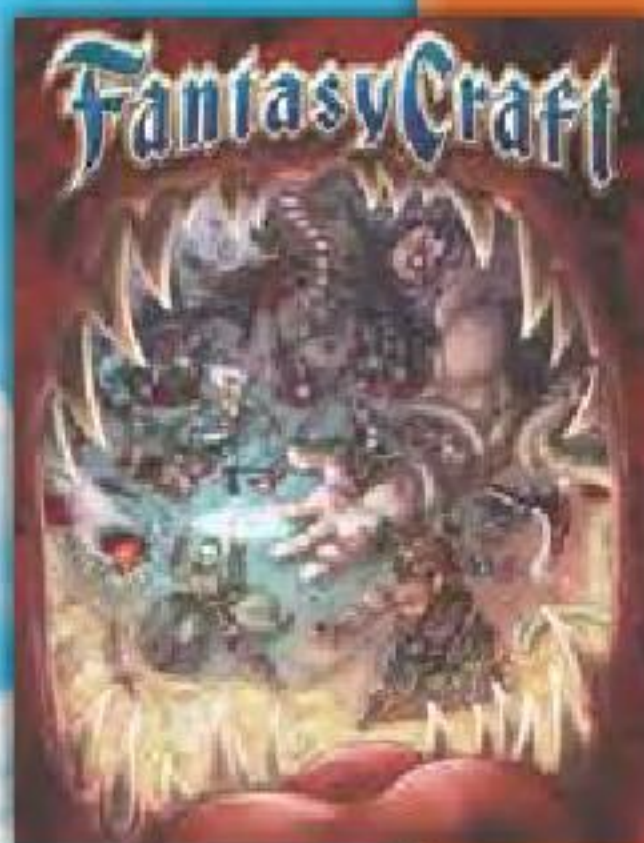
Heather M. Matthews
Fortuitous Photography
www.fortuitousphotography.com

PREMIERE EVENT GROUP HIGHLIGHTS

COUNCIL OF LORIEN

COUNCIL OF LORIEN

Join us for one or several of our gaming events at Gen Con 2012! The Council of Lorien offers games for all ages, all interests and all gaming levels. Whether you are a beginner or you consider yourself an expert at gaming- we have something for everyone! We got our start as a gaming group 10 years ago, hosting Middle Earth CCG games at Gen Con. Each year, we've added something new to our schedule, always wanting to share our current favorite games with other Gen Con attendees. We've adapted new formats for older collectible card games, like Middle Earth CCG and Star Wars CCG, that provide an enjoyable experience for beginners as well as experienced players. Family-friendly games, Story-telling games, Action/Adventure games, Collectible card games- it's all here! You will not only enjoy playing games with the Council of Lorien, but also learn the basics and some strategy as well. The only thing we're trying to sell you on is how fun these games are to play! Gen Con has become a highlight and yearly tradition for the members of the Council of Lorien, and we hope we can make your experience this year a memorable one so that you will continue to join us in the years to come.



CRAFTY GAMES



Fans of the **Mistborn** novel series have something special to get excited about this year: **Brandon Sanderson is Gen Con's Author Guest of Honor!** Crafty Games is your exclusive home for tabletop roleplaying in the world of Mistborn, and we're celebrating Brandon's appearance at the show with special events and promotions all weekend long...

- **Brandon will be signing books at our booth** at 4:30pm on Saturday. Bring your copy of the Mistborn Adventure Game, or pick up a copy of your own and we'll get it signed on the spot.
- **Play the Mistborn Adventure Game** throughout the weekend at one of our full RPG sessions.
- Best of all, **Brandon will be playing in a special celebrity session of the Mistborn Adventure Game** on Sunday. You can't register for this one — seats will be awarded as prizes at the Crafty Games booth. Stop by for details!

Espionage and street crime more your thing? **Spycraft Third Edition** and **Ten Thousand Bullets** are deep in development now, and you can get all the latest dirt about these hot new games at the **Crafty Games: Declassified seminar (Thursday, 3pm to 5pm)**. This freeform town hall-style event is your chance not only to learn all about these hot new games but also to directly influence them before release. Don't miss out on this special event.

New Fantasy Craft events are also running all weekend. Test your mettle against the latest gauntlet from the mind of veteran adventure author Loren Dean.

For a chance to play in the Brandon Sanderson Celebrity Session, to learn more about Crafty Games' products and events, and to pick our latest releases, stop by our booth, which is part of the Studio 2 block (#XX). We'll see you there!

CUBICLE 7

Join us in the Cubicle at Gen Con! We have the games YOU want to play. Explore Middle-Earth with The One Ring, take a quick trip in the TARDIS with the Doctor, sail the post-apocalyptic skies with Airship Pirates, take a steampunk journey through Victoriana, deal with Primeval dinosaurs out of time, or download your magic apps to fight Cthulhu in the Laundry!

Many of these events are being run by the creators and developers of these award-winning games, so you get a rare chance to play with those that have made these games possible! Our events tend to sell out very early so please don't delay!



MATURE CONTENT
Recommended for
Ages 17+

SPARTACUS

A GAME OF BLOOD AND TREACHERY™

SEPTEMBER 2012



Spartacus: A Game of Blood and Treachery combines the excitement of the hit TV show with compelling gameplay appealing to fans and gamers alike.

Plots & Schemes: Mastermind schemes and undermine your rivals with cards from your hand. Betrayal and treachery are the weapons of choice for every Dominus.

Marketplace: Gold greases the wheels of power. Bid against your opponents in the open market; acquire the best new prospects for the Arena!

Blood on the Sand: Pit your champion against your enemy's and wager on the results. The path to victory leads across the sacred sands of the Arena!

Legendary Champions of House Batiatus: Card 1 of 5



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Box Contains

1 Game Board	148 Tokens
4 House Cards	26 Dice
62 Market Cards	4 Gladiator Figures
104 Intrigue Cards	1 Rulebook



2-3 Hours



3-4 Players



Ages 17+

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PREMIERE EVENT GROUP HIGHLIGHTS

DAYS OF WONDER

DAYS OF WONDER

Days of Wonder will once again host dozens of gaming events this year at Gen Con. You'll be able to sign up for a wide variety of Days of Wonder games - everything from our first big box success, *Mystery of the Abbey* - to the latest *Ticket to Ride Asia* and *India* expansions, as well as *Small World Realms*, the new addition to the *Small World Universe*.

Thursday at 2, Richard Borg, the author of *Memoir '44* will once again host the annual Gen Con *Memoir '44* tournament. Expect to see some new tournament scenarios to play with and some cool prizes for the winner.

Friday at 4 we're hosting our very first *Small World* Tournament with everyone who enters guaranteed to play two games earn a participation prize, plus a *Small World* limited-edition T-shirt and special Gold Turn Marker will be awarded to the tournament winner.

Saturday evening at 5 we'll host the annual *Memoir '44* Overlord battles, where teams of 4 players will do battle on our large oversize maps. We look forward to seeing you, so please come join us in the Days of Wonder Event area this year at Gen Con.



EVIL FLEET PRODUCTIONS

Why is Evil Fleet Productions one of just four groups to qualify for Premier Event status every year it's been offered?

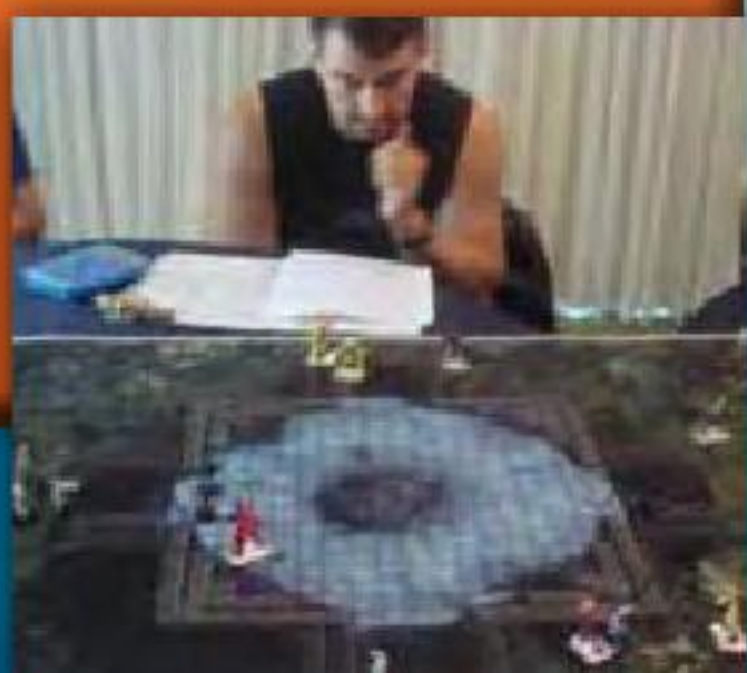
WE GET IT. You spend a lot of hard earned money and leisure time to come to Gen Con. Our goal is to make our events the highlight of your convention. Every event we run gets playtested until we make the GM cry.

WE DRAFT WELL. Our first-round pick was a no-brainer. Evil Fleet is pleased to welcome Brad Torres, who will be running "The Starspike" in his debut as a GM at

Gen Con. Brad is a writer, musician, and actor from the critically acclaimed *Ogrot Company* in Kansas

WE HAVE NEW PROJECTS AND OLD FAVORITES. Joe Linehan will make his *Call of Cthulhu* debut with "They're Loose!" Joe will also debut "All-Star Squadron" in addition to running his popular *Auditioners*, *All-Thrills*, and *JSA* games. Veteran *Cthulhu* GM Dave Cabrera is back with "A Blast Aura". David Wulatin will run our eleventh year of *Paranoia Trek* and our fourteenth year of our signature event *Can of Whupass*.

WE HAVE YOU TO THANK. You're the ones who sell out our events year after year. You're the ones who give us the great feedback we ask for, because we know we can always do better. You're the ones who help make our events so much fun to run. Thank you.



GALILEO GAMES

Galileo Games is dedicated to bringing you great events that aren't just fun, they kick ass! Whether it's being chased by zombies or shooting at space pirates with a ray gun, Galileo Games events bring fun to the table. Our goal is to deliver the best time possible in a two to four hour convention slot, full of action, thrills, and the rush that comes when you overcome seemingly overwhelming odds. Our event coordinators and GMs like gaming just as much as you do, and we've built our events for action. We want you to leave our LARP or RPG feeling charged up and ready for more. Come to our events and you will be entertained.

P.O.W.E.R.®

GEN CON EVENT ID:

CGM1238455

"P.O.W.E.R. Intro" - Fri@6pm

GEN CON EVENT ID:

CGM1238456

"P.O.W.E.R. Tournament" - Sat@11am

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"where cards are pieces with movement and range"

PORTABLE: POWER® is a card game played on a *Battlefield*, a 4x8 grid where unit cards are used as game pieces with movement and range as they engage in combat and advance towards the opponent's Headquarters to victory. No board or mat is necessary to play, just your P.O.W.E.R. - Packs Of War Each Rank.

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BattleMats (optional)



REPLAYABLE: Instead of a hand of cards, units come into play after being flipped faceup and waiting a certain number of turns in a *Build Queue* (BQ), think of an assembly line of four stacks of cards manufacturing forces. The way players manage their BQ greatly affects what units come out and when, which then affects their opponent's decisions in *their* BQ. We are very proud of this innovation and how many strategies arise when deck-building.

A.S.A.P.: As SIMPLE As Possible! No rulers, no protractors, no terrain constraints (yet) - just a 6-way "can damage" mechanic and the *Build Queue* is all the complexity it needs to appeal to all gamers.

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PREMIERE EVENT GROUP HIGHLIGHTS



HEROES OF ROKUGAN

Welcome, samurai, to the Emerald Empire! Welcome to a world of honor, steel and magic - a world where brave warriors wield their katana in defense of their Clans, mighty shugenja command the power of the elements, and cunning courtiers can shape the fate of thousands with a single word. Welcome, hero, to Rokugan!

Heroes of Rokugan: Spirit of Bushido is the official sanctioned interactive campaign for Legend of the Five Rings, 4th Edition, from AEG. Join a global storyline that already includes more than 20 published adventures and help shape the future of Rokugan through both table-top and live-action roleplaying opportunities. In a time of turmoil, heroes from the past returned to Rokugan through the mystic portal known as Oblivion's Gate to save it from a powerful enemy - but now that the threat has ended, how will these returned spirits change the fate of Rokugan? It is up to you to decide! Choose a Clan, take up your katana, and prepare to defend the Empire!

HEX GAMES

Do you like role-playing games? Do you like candy? Don't you wish there was a way to combine the two? Of course you do! Lucky for you, Hex Games is bringing QAGS back to Gen Con for another year. The basic idea behind QAGS is simple: in a good story, the characters who are the most memorable are also the ones who end up playing key roles in the story's resolution. To keep track of how memorable your character is, your GM will give you Yum Yums (represented by pieces of candy) whenever you do clever, exciting, or interesting things. Later on, when you want your character to do something cool, you can spend your Yum Yums to keep the dice from ruining your moment in the spotlight. Speaking of dice, the rules to QAGS are so simple that you can learn how to play in about 15 minutes, and the hardest thing about character creation is coming up with a good name. This year, we've got over two dozen games (not to mention several seminars) covering all the major genres and a few genres that are so obscure we're pretty sure we made them up. Whether you enjoy comic book heroics, fantasy adventure, super-spy intrigue, or thrilling tales about magical hobos, Hex has a game for you. And did we mention the free candy?

QAGS. Play better games. Have more fun!



INFINITE IMAGINATIONS INC.

As Gen Con celebrates its 45th anniversary, Infinite Imaginations, Inc. is proud to say that we'll be celebrating right along with them as we turn 30 this year! Ill got its start back in 1982 running the "Official Champions" tournament for Hero Games under the banner of the Hero

Auxiliary Corps. We followed it up with the "Official Justice, Inc." tournament and then we expanded with such memorable and long running events as "Horror Hero," "Drive-In Hero," and "Fantasy Hero." As our family continued to grow, we realized that we were aching to explore other game systems, and so we bid a fond farewell to H.A.C. and re-invented ourselves as Infinite Imaginations, Inc.

Today, many of the events of old still continue. "Champions 2012" enters its 29th year (we skipped a year due to appendicitis), "It Came from the Late, Late, Late Show" is still sending chills up and down spines, and several events run with the original game system, "Courting Murder," continue to delight players of all ages. Looking for some game show fun? "Whose Line Is It Anyway?" returns for another round of laughs, while one of Gen Con's longest running seminars, "The First Time Game Master" welcomes both players and GMs for an open forum discussion of their favorite hobby.

New events continue, many under some of our original Gamemasters from H.A.C., such as Mike Malony's "Sky High: Graduation Day?", Chad Brinkley's "The Defiant - Apocalypse," and Sue Grau's "Fantasy Hero: Proving Grounds." Not to be outdone, the next generation of Ill rises to the challenge as Sean Malony makes his solo debut with "Curse of the Red Star: Requiem," and Kimberly Humphries brings "Photo Quest" back for its third year of picture taking scavenger hunt fun!

And for the little ones as well as for the kid in all of us, look for "Stuffies LEFT BEHIND," a LARP played through stuffed animals that every player gets to keep!

Infinite Imaginations, Inc. continues its long-standing tradition of bringing you immersive roleplaying experiences with new and returning games, welcoming veteran players and those who have never tried one of our events before. None of our games require you to have played in prior years, and we love to see new players as well as familiar faces. From board games like the "Nightmare Before Christmas Party Game," to RPGs like "Immortal Himsati - Urban Legends" and "Forensic Hero," and LARPs like "The Crosstime Saloon," we run the gamut from science fiction to superhero, horror to steampunk and everything in between. Please join us as we raise our glasses to the players who have made our games so enjoyable and celebrate 30 years of Gen Con gaming!



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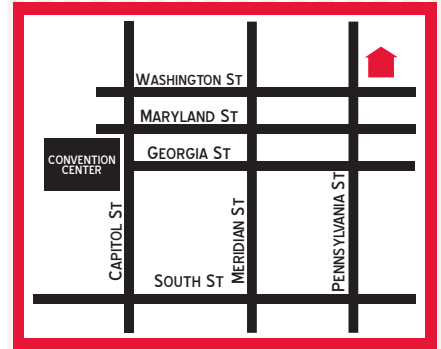
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THURS & SAT

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GEN CON MENU

Appetizers

****Nord Stones (dill chips).....8.75**
From the grinding glaciers of the frozen Holmgrads come the dwarven chips with a bite! Guaranteed to heal you! Battered and fried pickles, horseradish or ranch.

****Helliwell's Horned Dip (7 tidals buffalo chicken dip).....9.50**
Bound to the yoke of his Siege Engines, the minotaurs are Lord Helliwell's to command. Their hides are tough, flank steaks, fair, but the boiled minotaur horns make a dip to die for; with shredded chicken, bleu cheese, cheddar cheese, mo'fo' hot sauce, blue corn tortilla chips and celery.

The Glibbering Moulder! (macho nachos).....9.00
For the adventurer whose purse is thin and plunderings been weak! Nacho or cheddar/mozzarella blend, jalapeños, tomatoes, red onion.
add: cajun beef \$2, cajun chicken \$2.75
salsa/sour cream upon request, add fresh guacamole \$2.25

Entrees

Iron Flank Steaks on Bread (spicy sirloin steak sandwich).....12.50
For those whose exploits have broken the mold! Chipotle marinated sirloin steak, tomatoes, red onions, green peppers, spicy mayo, pepper jack cheese.

****Helliwell's Horned Dip with C&C Creators and Cheese (7 tidals buffalo chicken mac-n-cheese).....11.00**
Mac of Golden helped create the Castles & Crusades! These is fare, a wizard's tac! Mac & Cheese with Helliwell's dip! 7 tidals buffalo chicken dip, mac-n-cheese, bleu cheese crumbles. A side is not included with this item.

Castles Walls (indiana breaded pork tenderloin).....11.00
What every Crusader needs to hold back the hunger! The wild Aihrdian Hogs make for some of the finest eats around. Breaded pork tenderloin is a favorite of the Halfling Laagers! Add cheese \$1.25

****Mimic's Fare (the shewman special).....10.50**
The mimic plays havoc with our minds. Postured fronts to fool our mind's eye, the palate fares no better with this meat-n-bread burger: peanut butter, jalapeños, cheddar cheese, bacon.

Grigs Eats (twisted pretzel burger).....10.50
So twisted only the fey would serve it up! Pretzel bun, sharp cheddar cheese spread, onion rings.

****Crusaders Repast (big ass brewhouse burger).....36**
32 oz. of meat

All adventurers trod that weary road, worn out on rations and dried tack. But, here, take repast with meat-n-bread burger for one and all. Cut from the finest choice of Aihrdian wildebeast! Choose from 4 traditional Scotty's styles: Lucy, Bugle Blazin' Blues, Backyard Bar-B-Q, or the all American Lincoln. This item does not come with a side.

Griffon's Meat-n-Bread (buffalo chicken sandwich).....11.00
Cut from the finest flanks of the plumpest griffin; breaded chicken breast, mild mo'fo' sauce, side of bleu cheese or ranch.

****Haunch-o-Nightmare (mo'fo' buffalo chicken).....10.50**
From the wilds of the Wretched Plains, the nightmare steed plagues our journey with hooves of fire and breath of death. Now enjoy breaded nightmare as chicken, cheddar cheese, lettuce, tomatoes, ranch. Ask for mild if you would like.

****Gaxmoor's Bones (luke's cajun steak ranchero).....12.25**
From the Lost City of Gaxmoor where chaos reigns, comes a delight few can match; caught and captured by Ernie, Luke and Lord Duncan; Owlbear meat with bread; a cajun style steak, swiss cheese, lettuce, tomatoes, ranch.

Desserts

The Brownie's Delight (death by brownie).....6.00
Poison yourself with this brownie from a brownie himself, served with ice cream, chocolate syrup, whipped cream.

Naga Cakes (brew-homemade peanut butter pie).....3.00
Our own graham cracker crust made fresh from naga hide, with creamy peanut butter filling, whipped cream.
add: chocolate syrup \$1

****The Trottigen's Jar (cookie monster).....7.75**
Ancient giants, pillars of stone, dwarf kin! Bound now in the world of Inzae, these giants hold their souls in jars. Stolen from the giant's own jar, one enormous chocolate chip cookie, vanilla ice cream, chocolate syrup, whipped cream.

****Purchase this theme menu item and receive an official GENCON 2012 Scotty's Brewhouse Die & a True Dungeon Token while supplies last.**



Log on to **scottysbrewhouse.com** for our full GEN CON Schedule

PREMIERE EVENT GROUP HIGHLIGHTS



IRON GM

Play at the Iron GM® World Championship

The world's most dedicated GMs are on a mission to give you the game of your life! They fly in from all over the nation to take three secret elements and improvise hours of gaming brilliance just for you. Score your GM after your game and pick the best GM on the planet. Rub elbows with industry celebs, while stunning models throw plushie d20s at you and hang shiny dice around your neck for each nat-20 you roll. Every player shares thousands in hot prizes just for showing up! Compete in Player Olympics during intermission for a chance to win even more. Don't miss the gaming event of the year. A 3.5 SRD event – unless your GM offers and you accept an alternate system, in which case anything goes. No experience required. 13+ min. Lots of RP.

Compete at the Iron GM® World Championship

Think you're the best GM in the world? Prove it! You have an hour to weave an adventure from three secret story elements, then amaze players you've never met with the game of their lives. Triumph over the amazing talents of past champions. Out-game the Iron Contenders, those GMs victorious at regional semifinals across the nation, who converge on Gen Con to chase the crown. They're coming in from Total Con (Massachusetts), DEXCON (New Jersey), Phoenix Comicon (Arizona) and more! Share an unbelievable prize chest worth thousands just for competing, but only the top three win big – and only one earns the Iron GM title. Be the world's next Iron GM! Costumes and big entrances encouraged.

Saturday, High Noon

RPG1231951 for players to sit in judgment

RPG1231940 for competing GMs

6.5 hours of show, game, and glory!



KETTLE OF FISH PRODUCTIONS

Kettle of Fish Productions returns you Gen Con in 2012 with another collection of unique live-action roleplaying events ranging from the whimsical to the gritty to the absurd. Specializing in twisted science fictions and space opera, KoFP is running a mix of LARP events set in classic, obscure, and original settings. Whether you want to decide the fate of entire planets or break one heart with a stolen kiss, KoFP has a role for you.

This year we are pleased to offer Gen Con attendees two Fading Suns events (Nightside Passage and The Baron's Silver Masque), two Warhammer 40,000 events (Nox Terminus and Vox Recidivus), the original dark fairytale Once Upon a Name, and the post-apocalyptic fuster cluck Low Life: Not For Prophet. And be sure to join us Saturday night for the all new Cthulhu Live comedy LARP Bobby Orr's House. This year, Kettle of Fish Productions lets the monkeys loose!





LEGEND OF THE SHINING JEWEL

Legends of the Shining Jewel (LSJ) is a living campaign, meaning you receive experience and can take your character anywhere to play, using the Pathfinder rules system, along with additional rules from the LSJ Campaign Staff.

Besides the standard races, LSJ also has alternative races, including Luparri, a dog like race, Tabreen, cat people race, Aasimar, a half-celestial race, Elems, a half elemental race, 7 different races of Elves, Half-Ogres, Sathoni, a plant people race and Tieflings.

- All characters start out with either a +1 weapon or +2 bracers.
- High fantasy point build.
- Characters playable to 21st level.
- LSJ offers variants on existing base classes, as well as classes unique to the campaign.
- 11 prestige and 18 paragon classes are also available.
- Modules are free to download from the LSJ website.

LSJ is offering a variety of options for players of all levels and experience this year. The modules are offered at 9 AM, 1PM and 7PM. Pre-generated characters are available for all slots.

- Low level (1-8) modules- Runaround .
- High level module (7-17) Sharkbait, Skies the Limit and Life's Divine Path.
- All levels module (1-21) Unsown Seeds.
- A selection of modules from the 100+ LSJ catalog of events. Including Full runs of 2 Series.

Again this year at Gen Con, LSJ will be offering an interactive event on Saturday at 7PM. The interactive, "An Invitation to a Reception", will be a celebration of the marriage of two characters. Fun role playing and some surprises are in store. Everyone is invited no matter your level or experience.

LSJ will do everything possible to seat those with generic tickets. Campaign staff will be on site to answer any questions. Come join the fun.



LEGION OF HEROES

The Legion of Heroes is a team of seasoned convention GMs who blend their individual styles and the flexibility of the Hero System to offer a collection of exciting and involving role-playing events that span a variety of genres.

Learn the basics of the Hero System in the *Champions Quick Start* and *Fantasy Hero Quick Start* events, which demonstrate how the system handles superheroes and fantasy, respectively.

For younger players, *Platypus Hero: Search for Mary McGuffin*, based on the popular cartoon series *Phineas and Ferb*, provides fun and laughter.

Science fiction fans may like *Terracide: Throwing Stones* or *Star Hero: La Sagrada Familia*. Or for more pulpy SF, try *Space 1935: Temple of the Venusian Lizard God*. And *Last Action HERO* pits science fiction and fantasy movie characters against one another in a Tinseltown throwdown.

Fancy a foray into fantasy? Try *Narosia: Isle of the Dead*, *Saga of the Smiling Fox*, or the comedic *Discworld CSI* events inspired by the novels of Terry Pratchett.

Want to unleash your inner superhero? Play the latest angsty installment of *SuperSquad America* or the more light-hearted *Remarkable Wrong-Righters*. Or journey back to 1970 for the retro *SuperSquad America: The Originals*.

Visit the worlds of your favorite video games with events based on *Skyrim* and *Half-Life 2*, bring the pulp genre to life with *Friends of Justice* or *Defenders of the Infinite Realities: The Azaroth Agenda*, or come face to face with horror in the Old West with *Cowboy Cthulhu: Teddy Roosevelt and the Fall of '86*.

Finally, experienced Hero System character creators can bring their favorite creations to battle it out in *Champions: Bring Your Own Brick*.

PREMIERE EVENT GROUP HIGHLIGHTS

MU SKULLS

Since the dawn of time itself, there have been certain people who have pushed history along, calculating and piloting humanity's course through the universe. They have gone by many names – The Illuminati, The Bilderberg Group, and the MU Skulls. As Rome burned, it is said that Nero said one phrase – Memento Mori. With that audible breath the mad emperor unknowingly, launched into motion what is widely regarded as largest and most notorious clandestine conspiracy in the history of social contest, the MU Skulls. At first the Skulls consisted of servants, sworn to never fall into the shadow of the oppression that the Roman Empire wrought. Over time the Skulls became that shadow, subjecting those who dared to sit at the legendary Black Table to unspeakable horror, madness, and acts of macabre so vile that to this day, largely due to psychological defense mechanisms, no participant can accurately recall the events that they experienced. Whether one enrolls in one of the Skull's Horror or Terror events, or one of the Skull's more than famous, or infamous, Madness events, they are guaranteed a Gen Con experience they will likely not forget.



NOVAG

Northern Virginia Gamers

NOVAG (NORTHERN VIRGINIA GAMERS)

Northern Virginia Gamers (NOVAG) is a miniatures & board gaming group based in the Virginia suburbs of Washington, DC. Members of NOVAG will be running a series of exciting miniatures events for our 15th straight year at Gen Con.

Join us for convention favorites like Circus Magicus and Formula Waaaagh, which take fantasy chariot and sci-fi vehicle racing and inject violence, dirty tricks, mayhem, and fun!

If you like World War One dogfighting, join 63 other players in a massive aerial dogfight in our St. Mihiel Megagame; learn to play Wings of Glory in the Battle of Arras event; or take on a pair of dreaded Gotha bombers in an easy to play and fun game system!

If you like your action closer to the ground, try our Castle Wolfenstein, Gladiators, or Space Hulk events, where clever tactics rule the day!

If zombies are your thing (kind of stupid question, I know), we will be running four zombie events this year! Two take place in a blinding snowstorm during the Battle of the Bulge, near an abandoned sanitarium. Two take place in the river town of Alton, Illinois, turned on its head by a class III zombie outbreak (you've read Max Brooks' Zombie Survival Guide-you know what I'm talking about!) The goal is not winning, it's survival!!

So if you're a fan of dirty tricks, mayhem, beautifully painted miniatures and terrain, and fun, bring your sense of adventure and stop by one of our events! We bring the games and teach you the rules, you bring the fun!



NOVUS ORDO SECLORUM

We know how to run Horror themed RPG's and have been making people cringe for over 20 years. Our players return to us and are repeatedly shocked at what we do to scare the crap out of them. Grab your one way ticket to the other side of sanity. You never know where we might take you be it Cthulhu, Batman, Zombies, Jim Morrison, Apocalypse Now, or Dr. Who. The surprise is half the fun.





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PREMIERE EVENT GROUP HIGHLIGHTS



PAMEAN GAMES

Pamean Games is excited to build on the success of last year's premier events of Brass & Steel: A Game of Steampunk Adventure by bringing ten all-new Brass & Steel events to Gen Con 2012. We at Pamean Games work very hard to produce well-written, exciting scenarios that push the boundaries of steampunk gaming into uncharted regions of fun and adventure. We provide pre-generated characters for all our events, both to save time and to guarantee that there are plenty of interacting character hooks for players to exploit, right out of the starting gate.

This year we are branching out a bit from our core setting of Constantinople, seat of Her Majesty's Viceroy for the British Near East Colonies. In addition to a few Constantinople-based adventures, we have events taking place in the mean streets of London, the dangerous rural hinterland of Greece, the seething cauldron of occult intrigue that is Cairo, and a remote stretch of border between the Republic of Texas and the Aztec Empire. In addition to our nine tabletop RPG events, we will be running a forty-person LARP entitled Drago's Last Dance, which takes place at the retirement party of Constantinople's most notorious criminal kingpin.

Brass & Steel is a hybrid live action/tabletop RPG, with rules equally suited to both. It is an alternate 1905, where the mystically-fueled industrial revolution has produced amazing feats of technology and the sun never sets on the mighty British Empire. Clockwork marvels face off against ancient sorcery. Airships cruise the skies. Lucid dreamers explore the mysteries

of the subconscious and pluck secrets from the shadows of others' imaginations. Mighty elixirs heal shattered bodies. Steam-powered prosthetics return crippled soldiers to the front lines wielding bizarre new weapons and equipment. All of this and much, much more are possible in the world of Brass & Steel.



OTTAWA RED SHIRTS

This is Red Shirt Games, AKA The Ottawa Red Shirts. We've been coming to Gen Con for over 10 years. Our games are BIG, and FUN. Come and play in one of our D12 System games, from D12 Fantasy to Injurius Games to General Glen's World War2, Modern and Western Showdown. Start simple, build up your characters, and kill some bad guys. Once you learn one of our games, you can play them all. We also offer the annual favorite of many gamers – the D&D Minis Monster Mash. Can you be the last monster standing? If you like to pillage, drink (simulated) rum and sail the no-so-friendly seas... get press ganged into a game of Pirate Seas. New this year... Road Rage, our take on what happens when well-meaning people put armor and guns on four-wheeled vehicles and go at it in the arena. Our GMs know the games and are there to make sure YOU HAVE FUN.



PINNACLE ENTERTAINMENT GROUP

Savage Worlds is the premier RPG developed by Pinnacle Entertainment Group. The Savage Worlds Explorers Society was established in 2006 with a goal of increasing the number of games run by the massive fan base of Savage Worlds. However, it wasn't until our Savage Saturday Night that we started seeing HUGE numbers of fans showing up to play games. Frankly we were overwhelmed.

The Explorers Society quickly turned that experience into a well-oiled machine of volunteers submitting games to Gen Con for inclusion in the Savage Saturday Night event. Since Savage Worlds has dozens of settings and genres to play in, there is a wide variety of flavors to choose from. Like apocalyptic? We have it. How about Deadlands? You know that's there. Fantasy? Check. Horror? Check. You name it, Savage Worlds can run it.

This year is no different. The Explorers have 16 games scheduled for Savage Saturday night, and we even have room for more if you show up with generic tickets, we will do our best to work you into a game or tap one of our overflow GMs to start one up.

But that's not all. Throughout the show, Pinnacle will be running two hour games of Savage Worlds in the Deadlands setting, we have a Seminar on Saturday so you can learn more about what's coming up, and last but far from least, visit the Studio 2 booth in the dealer's room to get all the latest settings, supplements, minis and accessories for your very own Savage Worlds games!



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PREMIERE EVENT GROUP HIGHLIGHTS



PLAID CHAMELEON

Plaid Chameleons offer games of every color ranging from humorous to horrific, swashbuckling to strange. This year we're expanding our repertoire of Live Action Role Playing games with two brand new adventures. One is a peace treaty held in a dueling salon in the war-torn land of Eisen. Everyone says they want peace, but who is willing to work for it and who just wants to stab someone? This will be our 7th live action adventure over 7 years in the world of 7th Sea and we're really pulling out all the stops on this one.

Our second Live Action Role Play is ELET, the Evil League of Evil Tryouts. The world's greatest wannabe villains gather to see who has what it takes to join the League. Sinister supervillains, horrible henchmen, rascally reporters, vapid victims and much more! We have plenty of room for you in our live hostage audience!

We feature table top games as well. There will be modern day horror in Chill, steampunk Martian adventures in Savage Worlds, Fairy Tales for the kids and more derring-do and intrigue set in the world of 7th Sea. As always, stop by www.plaidchameleongames.com.



com anytime to catch up on fiction, adventures and unusual puzzles with that Plaid style.

Plaid Chameleon Games wants to stand out as your premiere gaming stop at Gen Con because blending is for Geckos.

PRIVATEER PRESS

Privateer Press is the award-winning producer of entertainment and game brands. This year is an exciting year for Privateer Press, featuring the debut of colossals and gargantuans—all-new models for WARMACHINE and HORDES that tower over the battlefield and usher in new ways to wage war. This year also sees the return of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, which offers gamers a street-level perspective of the Iron Kingdoms and rich opportunities to explore a world as much of steam power and gunpowder as of steel and sorcery with a new rules system developed specifically to highlight the setting. The Bodgers Games line expands with the freshly revised and expanded *Infernal Contraption, Second Edition* and the all-new *Heap*, which put gamers in the shoes of goblin bodgers engaging in mechanical mayhem in frenzied and fast-paced card games. And gamers will explore the terrifying new world



of LEVEL 7, which plunges players into the depths of a dark conspiracy and a desperate attempt to escape a fate worse than death.

Privateer Press offers Gen Con attendees the opportunity to demo and play the Iron Kingdoms roleplaying game, the debut LEVEL 7 game, *Heap*, and *Infernal Contraption* as well as a robust tournament scene for WARMACHINE, HORDES, and *Monsterpocalypse* and a public gaming area open around the clock for all of Privateer Press' games. Our tournament offerings include our signature Hardcore and Masters tournaments as well as tournaments that test players' skills in a variety of challenging scenarios. Iron Arena, Privateer's open play area, offers plenty of space to play and rewards players with exclusive prizes just for playing Privateer Press games. So be sure to come to the Privateer Press booth and events area

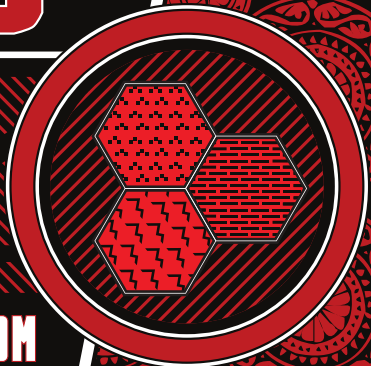


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PREMIERE EVENT GROUP HIGHLIGHTS



ROGUE JUDGES

Rogue Judges started out in 1991 as two friends who wanted to run a homemade game at Gen Con. Since then the group has grown to encompass a lot more people and a lot more games, but the mission remains the same. We run what we want, when we want, and do our best to make sure everyone has fun in the process.

Throughout the year, we gather to test out new games and refresh our memories on old ones to provide a fun experience for our players. If there is something you want to see us run, let us know and we will try it out. If we like it, you will probably see one of our Judges teaching it at the next convention and answering questions for those new to the game. We support the games we love to play and do not just give you a box and a rule book.

In addition to our general events, we proudly host the Official Diplomacy Tournament every year on our handcrafted board. Since taking over the tournament in 2002, we have made sure to keep a permanent record of who won on our engraved plaque. It is a fun tradition that we hope to be a part of for many years to come.

Come by our area in the Board Games room to play our games, see our Judges, or simply to hang out.

In loving memory of Tadd Davis
(1969 - 2009)

THENODRIN PRESENTS™

FELLOWSHIP OF THE WHITE STAR.

THENODRIN PRESENTS

Oil up your six guns or dust off that musty old magical tome to join the Fellowship in their fight against the evils plots of Rasputin, Imhotep, Dracula, Jack the Ripper and other malignant evils. Walk in a world where magic and evil exists but are unknown to the common man. Your job is to keep them safe, but can you succeed...

Fellowship of the White Star is a continuous horror role playing campaign set in semi-historic Edwardian earth of 1905-1914 with a horror atmosphere that is hidden from the view of the common people. The players create heroes to investigate suspicious events and battle evil supernatural beings. FWS is focused on role playing, investigation and horror rather than combat. That isn't to say that there isn't combat, it just isn't always the primary focus. Envision archaeologist heroes investigating tombs in Egypt, British soldier heroes weeding out voodoo cults in Jamaica, western cowboy heroes battling zombies in mines, arctic explorer heroes seeking the yeti, etc...

Join us at Gen Con with a character of your design (3.5ed) or simply grab one of the nine pre-generated characters from the documents page of our website (www.fellowshipwhitestar.com) or we will have them at the convention with us. By playing in official events, your character will help shape the direction of the campaign!

Modules are also available to buy for home play campaigns and game days. We will have two modules premiering at Gen Con 2012 and there will be another nine "1909" events to choose from. The premieres include:

A507 *The Gangut*, a Qabal Wars/White Realm series module by David Nadolny — Construction of a new series of German designed Russian dreadnought was unexpectedly approved late last year over furious French protests. The first one is about to launch, but who are the mysterious crew and what is her maiden mission? A combat dungeon crawl module for mid/high level heroes.

D501 *The Return of Rose*, Finale of the Qabal Wars series by Victor Long — All over the world, qabals have been attacking each other physically, financially, and supernaturally. What do all of these events have in common? They all appear to have been orchestrated by an individual known only as "Rose." Does the chaos of the last few months have a purpose? And, is that purpose for good or for evil? An FWS event for all level heroes set in 1909.



ELECTRIC ZOMBIE: RUSSELL RUNION



GRAVEYARD: SCOTT RYAN-HART

LAST NIGHT ON EARTH® TIMBER PEAK™

Last Night on Earth: Timber Peak is an action-packed game of vicious Zombies, heroic Survivors, and horror movie action. Play as a Stand Alone game or combine with the original *Last Night on Earth* or any of its expansions. Introducing the new town of Timber Peak with a full set of modular game boards, six new Heroes, a full set of 14 Zombies, a host of new Scenarios, rules for Fires, full new Hero and Zombie card decks, and an Experience System for both the Heroes and the Zombie horde to gain upgrades within the course of each game!

So put down that popcorn, grab your shotgun, and hide your brain...The Zombies have taken Timber Peak and this could be your Last Night on Earth!



The COAST™ A TOUCH OF EVIL® EXPANSION

The Coast™ Expansion is packed full of new material for *A Touch of Evil*® including 4 exciting new Heroes (Maria De La Rosa, the Smuggler, Argot Blackwell, Master Hunter, Doctor Edwards, and Liliana, the last remaining of a village wiped out by darkness), a new full size game board of the fog-shrouded coastline to add to the main Shadowbrook board, 3 new Town Elders, and a host of new secrets and mysteries to be solved. The Coast™ also features tons of new game cards including decks for three new Locations to explore - The Smuggler's Cove, Lighthouse, and the haunted Shipwreck, as well as a new town - the long cursed village of Tidewater, with its own set of unique Village Encounters; and much more! There are 4 fearsome new Villains to hunt, including The Ghost Ship, Dreamweaver, Siren, and the dreaded ghosts of the Sunken Seven, come back for their revenge. The Heroes must also contend with the massive Kraken, an ancient creature of the deep, as well as the enigmatic Lost Ship, forever set adrift in the foggy waters of The Coast!



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PREMIERE EVENT GROUP HIGHLIGHTS



TPK GAMES

Total Party Kill Games (TPK Games) is an Iowa-based independent third-party publisher for the Pathfinder RPG by Paizo Publishing. They write adventures and gaming sourcebooks, primarily in electronic format, that feel like old-school fantasy, but cleverly use the electronic format to provide hyperlinks to the award-winning d20pfsrd.com website for all rules within. You can run an adventure and waste no time searching for the rules! They combine the dangerous and deadly, adrenaline-pumping play style that is their namesake with that of the world's most popular RPG rules.

In addition, they travel the Midwest supporting local gaming events in all of their forms. Not only do they support the Pathfinder game, but also a number of other board games and of course, promoting their own adventures. They strongly believe in the hobby, and seek to create new gamers and allow people to try out roleplaying that might not have before.

TPK is less than a year old in the publishing business but is already receiving much recognition. Last year GenCon announced that TPK was listed as a premier event for 2012, due to the great amount of people that turned out to play their games. On DriveThruRPG.com, TPK holds an average rating of 4.5 stars for their products. The d20pfsrd site lists them as Third Party Superstars, and two of their authors are not only former RPG Superstars from Paizo.com's RPG Superstar contest, but also credited as contributors in Pathfinder's Ultimate Combat sourcebook.

Feel free to stop by their gaming HQ and chat with them, after all they are gamers too!

TPK Games is:

Necroblivion - Publisher, Author, Designer and Undead Enthusiast

Druj Grogard - Author, Designer and Half-Bugbear

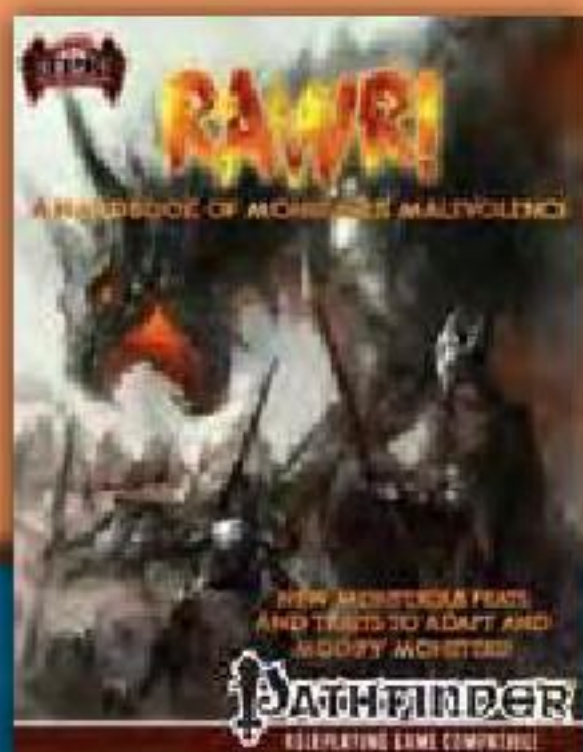
The Drunken Mime - Author, Designer and Escaped Mental Patient

AWizardInDallas - Author, Designer, Cartographer and real-life Jack of All Trades

Tom Qadim - Author, Designer and no relation to Al Qadim

Murkatos - Author, Designer and Villainous Thug

Sir Xaris - Author, Designer and Evil Henchman



WINDMILL GAMES

Windmill Game Co. is an up and coming role-playing game design company. Our team of bright young game designers brings with us fresh new attitudes on game play and mechanics. Originating from half a dozen states across the US, we met at various gaming conventions several years ago and started running games together, and our company has evolved into something of a family, with our players becoming our extended family (though apparently Facebook won't let people list us as their parents, which is a shame). Gen Con is one of our "family reunions" where we get together with old friends – and make new ones – so we are looking forward to it!

We also have candy.

Approximately half of our games this year will involve our ever-popular Universal Game Mechanic, which means more sugar than you can shake a stick at! All of our game masters are at least moderately professional, incredibly fun, and completely whacked out of our minds from intaking enough caffeine and sugar to power a small country for a year to make up for the lack of sleep we inevitably face at the largest gaming convention in the world!

We are highlighting our Golden Hour system this year, featuring the recently popular Tokyo Masks – a tongue-in-cheek superhero roleplaying game. We will also be presenting our newest foray into the world of Wuxia – high-fantasy martial arts roleplaying set in dynastic China. And, of course, we will be causing trouble yet again with our perennial favorite, Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555 – wacky adventures in the Grade School in the Suburbs surrounding the City at the Center of the Anime Multiverse (published in a shiny new book!).

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True DUNGEON™

Real Dungeon. Real Props. Real Cool.™

In its tenth year as Gen Con's largest event, True Dungeon moves to a massive new location inside the ICC, and it has added a new free area for all attendees to enjoy. In this "story scape" gamers can enjoy an immersive dwarven fantasy setting that boasts costumed NPCs, food and drink, ticketed mini-events and limited open gaming seating.

True Dungeon boasts two completely different two-hour (but consecutive) adventures to enjoy – as well the "True Dungeon 101" seminar. New this is year a \$12 mini-event called "TrueCraft" which challenges players to complete fun skill tests to earn prizes, gain hints and receive protective magic before a two-hour adventure. TrueCraft is open from 10am to 8pm Thursday – Saturday, and tickets for it are available at the Event Registration Desk.



True Dungeon is a d20 variant that allows groups of 10 players to experience a D&D adventure within a life-size, walk-through dungeon environment. Not a LARP, True Dungeon focuses instead on problem solving, teamwork and tactics while providing

exciting sets and interactive props. No role-playing is required, as the focus is on you experiencing the immersive adventure. The event features fully-costumed NPCs, large animatronic monsters and high-quality sets and props. Player coaches are provided to each group to give them a clear understanding of how combat, tokens and characters work within the True Dungeon.

This year there are two NEW two-hour adventures which can be played in consecutive order for maximum fun. The first adventure "Giants' Travail" is a brand new adventure that challenges the party to venture up a mountain side to find a forgot entrance to a Draco-Lich's lair. The concluding adventure "Draco-Lich Undone" tasks the players to finally destroy an undead dragon. Note that there are two slightly different versions of "Draco-Lich Undone". One is more combat-oriented, while the other is more puzzle-oriented.

The price of your ticket to a two-hour event (\$38) includes entrance into one event and a FREE bag of cool Treasure Tokens (\$8 value). If you were not able to get tickets during pre-registration or during the Con at the Event Registration Desk you may still be able to play. Just bring \$38 worth of generic tickets to the True Dungeon event inside Hall D, and then wait in the Waiting Area. You won't have to wait long before you are entering an immersive two-hour adventure that you won't soon forget!

AT A GLANCE

LOCATION
ICC : Hall D

DAYS & TIMES
Thursday - Saturday
9:00 am - midnight
Sunday
9:00 am – 1:00 pm



WHAT PEOPLE ARE SAYING ABOUT TRUE DUNGEON ...

"Simply put, True Dungeon is the coolest event in the gaming universe. It's the largest event at Gen Con, in fact it's so big that Gen Con has to open registration for it separate from the rest of the event listing or the system crashes. It's so cool it has its own line of merchandise that is traded on the secondary market like collectibles. It must be seen to be believed! I am very proud to have True Dungeon as the Gen Con centerpiece."

— Peter Adkison, Co-Owner Gen Con LLC

"True Dungeon takes all those images we built in our imaginations and makes them real. When a DM says, 'You have about 10 seconds before the walls closes,' you better make a quick decision because there is an actual door sliding shut in front of you."

— Wil Wheaton, "Wesley" from *Star Trek:TNG* and web geek guru

TREASURE TOKENS

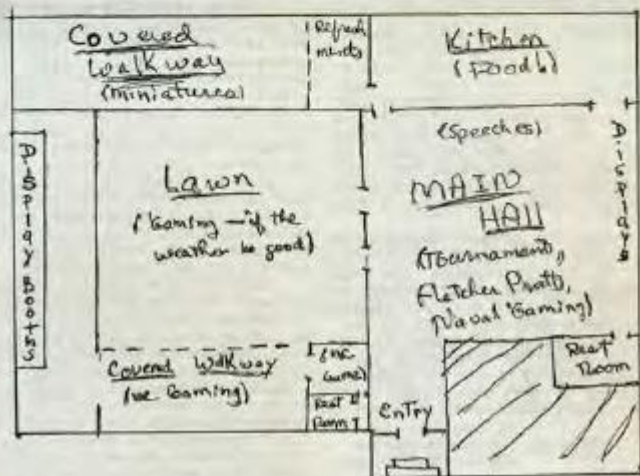
Another cool component of True Dungeon Adventures is that players can find "Gold-Coin" type treasure tokens that represent gold pieces, gems, equipment, weapons/armor, or even magical weapons/armor that the players can use, trade or sell. They are permanent in-game items that the player gets to keep and use for years to come in future True Dungeon events. These tokens can be found after defeating a monster, finding a secret compartment, or solving a puzzle. Each player gets a free bag of treasure tokens at the start of the event.

Players can also buy Treasure Token Kits that include 10 random tokens (7 Common, 2 Rare, and 1 Very Rare) placed inside a small drawstring dice bag. Note that 1-in-100 Treasure Token Kits contain one ULTRA RARE treasure token so if you "roll 00" on your metaphorical "treasure roll" you will get a special Treasure Token Kit. These kits can be purchased at the TD Store inside of Hall D. They are \$8/pack, with a party pack of ten bags for \$75. If you buy \$250 worth of tokens you automatically gain a free Ultra Rare token of your choice -- and you have a 30% of finding another random Ultra Rare in your just purchased tokens.



HOW GEN CON BEGAN

...since International Federation of Wargaming members were to be admitted free of charge, recuperating the Hall's \$50 overhead required strong outside attendance. Happily, a total of ninety-six attendees—only thirty-three of them IPW members—converged on Saturday, August 24, 1968, for the Lake Geneva Wargames Convention. Suffice it to say that no banquet dinners followed, the closest approximation being coffee and rolls at the Hall a half an hour before the convention officially started at 10:00 AM, though during the day the IPW further profited from the sale "some 13 cases of pop, 50 bags of popcorn, and 12 dozen hot dogs."



The Avalon Hill General later described Gary Gyax, the convention chairman, as "the stereotype mold of a typical 30-ish mid-west family man who might sell insurance." An apt description, though in fairness he worked as an insurance underwriter, not an insurance salesman. The action spilled over that single day and the bounds of the Horticultural Hall—gamers occupied the Gyax home on Center Street from Friday evening until the wee hours of the next morning, and in the Hall itself played anywhere that games could be staged, including the courtyard lawn, despite the oppressive August heat.

Beyond ceaseless informal gaming, the organizers had arranged wargaming tournaments for prizes, a modicum of speeches, displays of military miniature figurines and of course publicity for clubs, magazines and major game companies like Avalon Hill. The detailed account in the *Spartan* gives a sense of how the convention space came together.

The main hall was reserved for naval and military miniatures display and games. Bob Faber, Gary Nemeth and Chuck Scholti came from Ohio with over 700 warships they had constructed themselves. The Fleet of Greater Milwaukee brought over 200 Alnavco model ships and many AHM tanks in an attractive display. Four larger tables were placed together for Ray Johnson's Napoleonic miniatures which would arrive the next day. Along one of the walks beside the patio a double row of card tables were set up for the active competition in Avalon Hill, 3M, and Gamescience games, Chess, Go, Shogi and other games too numerous to mention.

The earliest event scheduled on Saturday morning was a tournament based around the First World War aerial board wargame *Fight in the Skies*, refereed by the game's designer and publisher, Mike Carr; the winner, Mark Goldberg, secured a free copy of the game. A round of naval wargaming under the Fletcher Pratt rules followed, after which Ray Johnson gave his lecture and battle demonstration of Napoleonic wargaming. The *Spartan* especially notes that Jerry White's "excellent miniatures set-up for *The Siege of Bodenburg* was viewed and played by a large number of persons." In the several tournaments that followed, prizes included phonograph records with martial themes (including one of bagpipe music), gift certificates and not a few free games. Despite the conspicuous presence of several wargaming companies, the IPW sorely missed one in particular, but put their best face on it. "Although they had no representative or formal display at the affair, Avalon Hill certainly contributed more than their share through their fine pre-convention coverage..."

READ MORE IN...

Explore the conceptual origins of wargames and role-playing games in this unprecedented history of simulating the real and the impossible. From a vast survey of primary sources ranging from eighteenth-century strategists to modern hobbyists, *Playing at the World* distills the story of how gamers first decided fictional battles with boards and dice, and how they moved from simulating wars to simulating people. The invention of role-playing games serves as a touchstone for exploring the ways that the literary concept of character, the lure of fantastic adventure and the principles of gaming combined into the signature cultural innovation of the late twentieth century.

<http://playingattheworld.com>

Unreason Press. ISBN 978-0615642048 (cloth). US\$34.95

Also available in popular ebook formats

PLAYING at the WORLD

A HISTORY
OF
SIMULATING
WARS,
PEOPLE
AND
FANTASTIC
FROM ADVENTURES
TO ROLE
PLAYING
GAMES

Jon
Peterson

eGAME ARENA



HOW DOES IT WORK?

With your Gen Con badge you gain access to unlimited console gaming hosted by the Nexus Gaming Alliance. In the eGames Arena players of all ages in skill level gather in celebration of intense console gaming action. Come stop by for a quick game between events, or stay for the whole show and step your game to the next level. The Best Four Days of Gaming just keeps on getting better so don't miss out on the hype!

THE BASICS

All the games available in the eGame Arena is free to play if there is space, though many of the scheduled, tickets events do have a cost. We have next-gen and classic consoles, so you don't have to worry about a variety of systems. If you want to see a certain game or if you have any questions on how to play, please ask any uniformed Nexus Gaming Alliance staffer for easy assistance. All the controllers will be attached to the systems. You don't need to worry about renting out controllers like previous years. If you want to play games on an arcade stick or any custom controller, feel free to bring your own.



TOURNAMENTS

Nexus Gaming Alliance has jam-packed this year's schedule with over 40 console tournaments. Every genre of gaming will be covered in order to find Gen Con's elite gamers! Sign-ups for all tournaments will be at the HQ table inside the arena.

All tournaments have a roll-call to assure attendance. **Please make sure to check in 5 minutes before the start of any event.** If you show up late, you very well could lose your spot in the tournament. Don't let that happen to you!

Most of the scheduled events and tournaments have a ticket price, and you will need to either purchase a ticket to that event or have enough generic tickets to play. You can get either at any registration kiosk, including around the corner in the TCG and Miniatures Hall.



ABOUT NEXUS GAMING ALLIANCE (NGA)

In the year 20XX, video game rooms were bland and almost cookie-cutter experiences. Then, the **Nexus Gaming Alliance** was formed.

The Alliance is a combination of various talents brought together to form the ultimate experience in gaming. Their collection is a testament to their love for collecting classic consoles, current-generation consoles and arcade machines to make sure to provide the best experience possible. The tournaments they run are not only efficient but use up-to-date rules and configurations set by community standards. They even offer other fun contests and competitions over the weekend open to any attendee that shows up; in the past it's ranged from a trivia contest to raffles or live performances from local music talents.

The Nexus Gaming Alliance is here to provide you with a gaming experience out of the ordinary. Join the Revolution.

www.NGAgamers.com



WHAT YOU SHOULD KNOW

- Have a question? Need help? Do not be afraid to ask the over 20 Nexus Gaming Alliance staff members that will be on site. Just look for the branded NGA shirts.
- Just because you have purchased a tournament event ticket does not mean you are in a tournament. You must bring your event ticket to the eGame Arena operations table and get signed in.
- The DS tournament as well as the DDR tournament will take place in the arcade, but you will meet inside the eGaming Arena for sign ups and roll call. Then you will be escorted into the arcade area for the tournament. In addition you will be asked to leave after the tournament is over, unless Arcade play time has been purchased.
- No matter what day it is, you can always remember that we **open at 8AM each morning**.
- All **Kinect and Split Screen events will be held in the "Projector Alley"** where gamers will be put on the biggest screens of the eGames arena giving it their all.
- The **Retro tournament** has been the tournament to be at every year with exciting classics and a new spin on the **hard games from the 8 & 16 bit generation**. This tournament is round based so consistency is more important than winning big once because the highest cumulative score wins it all. Some classics will be instantly recognizable while others will be a blast from the past.
- **Ultimate Marvel vs. Capcom 3** has been igniting the fighting game scene every tournament. As it's legions of fans grows this tournament will boil into the tournament at Gen Con. Thanks to Capcom releasing countless patches and new characters on the daily this tournament is a great way to hone your skills with top level players and get even on the playing field. What may work today could be gone tomorrow so it's anybody's game.
- Due to countless requests we had to put together the first **Pokemon** tournament for you this year. Without a doubt this will be the biggest event for the NDS this Gen Con. Join fellow trainers in pursuit to be the very best that no one ever was. This tournament will pit trainers against each other in a standard anything goes battle of the beasts. The only way to make it through is to train, trade, and tame the competition.
- No tournament would be complete without the quintessential fighter **Street Fighter**. This year Arcade edition will be in full effect bringing back SFIII's twins Yun and Yang. On top of the traditional singles and team tournaments we have going on, the Mystery Mod tournament will be a spectacle to behold as everything you've know and expected from the game is flipped on its head. Mystery Mod will put everyone of all skill levels on the same plane where adapting to the fun is the only way to move on.
- All tournament rules can be found at our website: www.NGAgamers.com

AT A GLANCE

LOCATION

ARCADE AND CLASSICS
ICC : 140—142

eGAME ARENA
ICC : 143—145

HOURS

Thursday – Saturday
8 am – 2 pm

Sunday
8 am – 4 pm

PRICE

Varies from \$2 to \$12
per tournament.
Arcade will be
broken into blocks of time.
\$8- quarter day, \$12- half day,
\$20 full day.





THURSDAY 16TH

- 10am Angry Birds Showdown (Ipad)
- 11am Mario Strikers (Gamecube)
- 12pm Super Street Fighter Puzzle Fighter (PS3)
- 1pm Continuum Shift Extend (PS3)
- 2pm Halo: Reach FFA (360)
- 3pm Pacman champion edition dx (360)
- 4pm Super Street Fighter 4: Arcade Edition (PS3)
- 5pm Madden 2012 (PS3)
- 6pm Pokemon Black & White Tournament (DS)
- 7pm Dance Masters (360 Kinnect)
- 8pm Super Smash Brothers Brawl (Wii)
- 9pm Megaman Mega Awesome Challenge (PC)
- 10pm Ultimate Marvel vs Capcom 3:
Card Draw Tournament (PS3)
- 11pm James Bond 64: GoldenEye FFA (N64)
- 12am JuBeat (Ipad)

FRIDAY 17TH

- 10am Pong (Atari)
- 11am Mario Kart Wii (Wii)
- 12pm Soul Calibur 5 (PS3)
- 1pm Dance Dance Revolution (arcade)
- 2pm Smash Bros. Melee 2v2 (Gamecube)
- 3pm Gears of War 3: 2v2 (360)
- 4pm Ultimate Marvel vs. Capcom 3 (PS3)
- 5pm Star Hawk (PS3)
- 6pm Modern Warfare 3: 4v4 Search & Destroy
(360)
- 7pm Dance Central 2 (360)
- 8pm Super Smash Bros. Brawl (Wii)
- 9pm You Don't Know Jack (360)
- 10pm Retro Gaming Gauntlet (PC)
- 11pm Halo Reach 2v2v2v2 Atomic Rules! (360)
- 12am NBA JAM: 2v2 (PS3)



ARCADE MACHINES

A dozen Bemani arcade machines will be set up in the eGame Arena this year, in the Arcade & Classics area, rooms 140—142. You can buy an all-day pass on Thursday (EGM1238746), Friday (EGM1238747), or Saturday (EGM1238748) for \$20, or you can get a 4-hour pass for \$8 (EGM1238739) and an 8-hour pass for \$12 (EGM1238743). Stop by the NGA HQ if you have any questions.





SATURDAY 18TH

- 10am Killer Instinct Gold (N64)
- 11am Anarchy Reigns
- 12pm Tetris! (PS3)
- 1pm Pokemon Black & White Tournament (DS)
- 2pm Super Street Fighter 4 Arcade Edition: Mystery Mod (PS3)
- 3pm Super Smash Bros. Brawl 2v2 (Wii)
- 4pm Dance Central 2 (360)
- 5pm Twisted Metal FFA (PS3)
- 6pm Halo Reach: 2v2v2v2 (360)
- 7pm You Don't Know Jack (360)
- 8pm Smash Bros. Melee (Gamecube)
- 9pm Street Fighter X Tekken (PS3)
- 10pm Retro Gaming Gauntlet (PC)
- 11pm Tekken 6 (PS3)
- 12am WWE All Stars: King of the Ring (PS3)

SUNDAY 19TH

- 10am Mortal Kombat 9 (PS3)
- 11am Smash Bros. Melee (Gamecube)
- 12pm Ultimate Marvel vs Capcom 3: Team Tournament (PS3)
- 1pm Guitar Hero: Warriors of Rock Guitar Off (360)



FAMILY FUN

Gen Con is proud to present our family fun programming for 2012!

This program has a great deal to offer for kids and families. There are several aspects of the programming so check out all of our featured highlights!

FAMILY FUN PAVILION

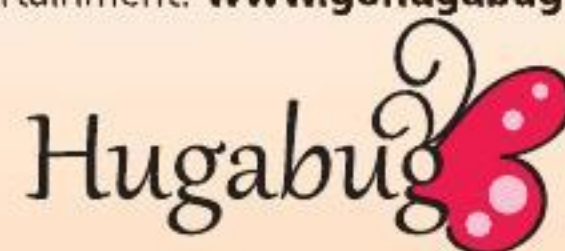
For six years now this area has been dedicated to family gaming for all ages. It includes exhibits, demonstrations, activities and much more!

PARTICIPATING EXHIBITORS

- 5th Street Games
- Bella Sara Company LLC, The
- Blue Orange Games
- Bricks & Boards LLC
- Compound Fun, LLC
- Foxmind
- Gamers for Humanity
- Haywire Group, Inc
- Heartland Consumer Products, LLC
- Maranda Enterprises
- Mattel
- Mindtwister USA
- Moosetache Games
- North Star Games
- Nukotoys
- Out of the Box Publishing
- Pajaggle
- Set Enterprises
- Smart USA Inc
- STARS Youth Foundation
- Talicor, Inc.
- USAopoly
- Wattsalpoag
- Wiggity Bang Games
- X Plus Products

ACTIVITIES

Face painting – become your favorite gaming character! Fun and family friendly designs can be created for all ages. This custom Face and Body Art will be available from Hugabug Family Entertainment. www.gohugabug.com



Radio Disney – come join in the fun with music and activities provided by Radio Disney on Sunday morning!



Demonstrations – your favorite or new favorite family and kids games will be demonstrated by several of the participating exhibitors during the entire four days.

EVENTS

There will be several exciting events being held inside the Family Fun Pavilion during the convention. Please check event charts for exact location and details. Some of the events include:

THURSDAY

Peter Pan Dress Parade – 11 am
Peter Pan: The Game – 12 pm
Pentago – 1 pm
Angry Birds and Stolen Slingshots – 3 pm

FRIDAY

Angry Birds and Stolen Slingshots – 10 am
Wooden Wars – 10 am
Little Wild West Parade – 11 am
How the West was Wild – 12 pm
Wooden Wars – 12 pm
Pentago – 1 pm
Wooden Wars – 3 pm

SATURDAY

Wizard Thief Fighter – Kids RPG – 10 am
Wooden Wars – 10 am
Little Pirates Dress Parade – 11 am
Pied Rats of Care Bean – 12 pm
Pentago – 1 pm
Wooden Wars – 3 pm
Create a Game – 4 pm
Puppet Fun – 5 pm

SUNDAY

Clay-o-Rama – 10 am
Pentago – 1 pm
Cowboys -n- Aliens Dress Up Game – 11 am

NON-TICKETED EVENTS IN OPEN SPACE

Joe Woos Live Storytelling with Cartoon Illustrations – Sat at 12 pm & Sun at 1 pm
The Amazing Dudley Magic Show – Sat at 5 pm
The Children's Museum Bumblebee Transformer Live Transformation – Sun at 3 pm
The Haywire Group Large Scale Games – Each day at 2 pm
Out of the Box Publishing Giant Word on the Street – Thur & Fri at 5 p.m.

There are also some family friendly events outside the exhibit hall being run throughout the weekend. Check out events run by: Game Base 7, Usborne & Out of the Box Publishing.



TRAINING GROUNDS

Training Grounds is the place to introduce kids to the gaming world and all its possibilities. It is designed for kids and those young at heart to come, play and explore! Training Grounds is most appropriate for kids ages 4-12 years old.

We have lots of craft events and will have our usual game play lead by our volunteers. Stop by to see what's playing and join in the fun! Be sure to check out the huge inventory of board games and card games titles from lots of your favorite game companies.



CHILD CARE

Gen Con has contracted Sitters to the Rescue to provide care for children of all ages for the entire weekend. This service is located in the Convention Center Room 115. Registrations for the service started through the registration system but there may still be space available so stop by if you are interested!



AT A GLANCE

LOCATION

ICC : Exhibit Hall, Family Fun Pavilion

DAY & TIME

Thursday – Saturday
10 am – 6 pm

Sunday
10 am – 4 pm

SPONSORED BY



MAYFAIR GAMES

A special thanks to Bob, Wendy, Nick and all the Training Ground volunteers for their continued help and support with this program.

FIELD TRIP

This is the seventh year Gen Con has worked to provide programming for the Indianapolis Scout Councils. What started as a way to earn loops, merits and badges has now turned into a full blown family program with those elements still included. Working with the scouts to fit their needs has allowed Gen Con to work with the Indianapolis youth community in many ways.

Some of this year's programming includes a fantasy writing workshop, the world of gaming for girls, boy scout collecting badge and merit workshops as well as a gamer VIP tour and much more. Registration for these events are made through the Indianapolis Scout Council offices. Each office has the specifics of their programming for each age group.

Boy Scouts Ryan Keys 317-925-1900 x214 and Girl Scouts Holly Herbert Office: 317.924.6834. Any registered U. S. scout is able to attend the workshops.



INDUSTRY INSIDER GUESTS OF HONOR

SEMINAR & PANEL TOPICS SCHEDULE

(Unless otherwise indicated, all seminars and panels will be held in the ICC : Rooms 210 or 211)

THURSDAY

- 11 am The Art of the Pitch (SEM1238028)
- 11 am Games And Novels (SEM1238049)
- 12 pm Homebrewers Guide to RPG Worldbuilding (SEM1238029)
- 1 pm Cons For Pros (SEM1238050)
- 1 pm Beyond Child's Play - Raising Money for Charity with Gaming Events (SEM1238067 – Westin : Council)
- 2 pm Making Room For Daughters: The Bechdel Test In Gaming (SEM1238030)
- 2 pm Better Adventures (SEM1238051)
- 3 pm How To Publish A Game Without Going Broke (SEM1238031)
- 3 pm Working With Licensed Intellectual Properties (SEM1238052)
- 4 pm Playing Without A GM: How Does 'That' Work? (SEM1238032)
- 5 pm The Hunger Games - Equal Opportunity Gaming Dystopia For a Contemporary World (SEM1238053)
- 6 pm Kickstarting Your Game Q&A (SEM1238033)

FRIDAY

- 9 am The Art of The Art of RPGs (SEM1238040)
- 10 am Editing And Indie Games (SEM1238034)
- 10 am Teaching Games (SEM1238054)
- 11 am 12 for '12: Writing a Dozen Novels in a Year (SEM1238035)
- 11 am The International RPG Scene (SEM1238055)
- 12 pm How To Get a Woman (To Play Your Game) (SEM1238056)
- 1 pm +5 Sword of Epublishing (SEM1238036)
- 1 pm GM Tips (SEM1238057)
- 2 pm Freelancing In The Game Industry (SEM1238038)
- 3 pm Fund Your Game Project With Kickstarter (SEM1238058)
- 4 pm Pagans & Polyhedrals (SEM1238039)
- 7 pm Writing for Film (SEM1235394) – Westin : Council

SATURDAY

- 10 am Alternative History (SEM1238041)
- 10 am Designing A Board Game: The Basic Process (SEM1238059)
- 11 am Doing Kickstarter Right (SEM1238042)
- 11 am Pink Dice And Pony Dungeons (SEM1238060)
- 12 pm History, Panic, and History Panic (SEM1238061)
- 1 pm RPG / Fiction Crossovers (SEM1238043)
- 1 pm The Old-School Renaissance (SEM1238066) – Westin : Council
- 2 pm Supergame Team-Up! (SEM1238044)
- 3 pm Evolution Of A Game Line (SEM1238045)
- 4 pm So, You Want to Be a Hero: Creating Captivating Heroes for Games and Books (SEM1238037)
- 4 pm Sympathy For The Devil: Creating Killer Villains For Games & Books (SEM1238037)
- 5 pm Getting The Most Out Of Working With Editors (SEM1238046)
- 6 pm Indie Cradle To Indie Grave: Making Your Own Game From Idea To Publication (SEM1238063)
- 8 pm Writing for Television (SEM1235395) – Westin : Council

SUNDAY

- 10 am Myth, Folklore, And Religion As GM Tools (SEM1238047)
- 11 am The Importance Of Critical Thinking (SEM1238048)
- 11 am Volatility In Game Design (SEM1238064)
- 12 pm Beyond The Dungeon Crawl: Building A Story-Rich Adventure (SEM1238065)

*Days, time and panelists are subject to change.
Check the Event Charts for all the information about these exciting events.*



This year Gen Con took on the task of reorganizing the Industry Insider Guest of Honor program. We determined a clearer process of guest selection and created an external review panel in an effort to meet our goals of offering a more robust and comprehensive guest list and deliver a more informative and influential set of seminars and panels to our attendees. While there is still work to be done, this year we have made great strides towards our goal.

Gen Con is thrilled to announce our Industry Insider Guests of Honor, each of whom brings diversity and experience to the program. They will be hosting over 40 events this year so be sure to stop by rooms 210 and 211 in the Convention Center to hear what they have to say on a myriad of subjects related to gaming or of gaming interest. We have panels on Kickstarter, women in gaming, game design, and even how to make the most out of your experience at Gen Con!

INTRODUCING THIS YEAR'S INDUSTRY INSIDER GUESTS OF HONOR

TAVIS ALLISON

Tavis Allison founded Adventuring Parties to pioneer a new kind of roleplaying game business and provide services rather than products. Beginning with an afterschool Dungeons & Dragons class for 8-12 year olds at a New York City public school, Adventuring parties has also created opportunity for Tavis and other professional game masters to lead bachelor parties, kids' birthday parties and development. He co-founded Behemoth3, Inc. to publish two ENnie Award-nominated monster books in 2004, and parlayed this experience into freelance work for some of the biggest companies in the industry. Tavis's credits include *Forgotten Heroes*, the first third-party supplement for the fourth edition of Dungeons & Dragons, and the recent *Mordenkainen's Magical Emporium* from Wizards of the Coast.

In the summer of 2011, Tavis co-founded Autarch and designed the Kickstarter that supported the publication of its Adventurer Conqueror King System RPG. Tavis has since guided the launch of five other Kickstarters – three successful, two informative failures – and is excited by the way that crowdfunding campaigns can offer unique experiences and services as backer rewards to support the publication of a gaming product.



WOLFGANG BAUR

Wolfgang Baur is the founder of Open Design, the collaborative game design company that has served as a doorway for many new game designers breaking into the industry. He has edited *Dragon*, *Dungeon*, and *Kobold Quarterly* magazines and is the publisher of the *Kobold Guide to Game Design* series.

In addition to keeping the field open for newcomers, Baur has a long record as the designer of dozens of award-winning adventures for Pathfinder and four editions of D&D. His worldbuilding includes foundational work on *Dark-Matter*, *Planescape*, and the upcoming *Midgard* campaign setting.

Wolfgang is the winner of the Diana Jones Award for Excellence in Gaming and can be found online at koboldquarterly.com. He still plays an RPG every week.



INDUSTRY INSIDER GUESTS OF HONOR

DENNIS DETWILLER

Dennis Detwiler is a three time Origins award winner (*Delta Green*, *DG: Countdown* and *The Hills Rise Wild*), and the Creative Lead for Arc Dream Publishing (producers of *Godlike*, *Wild Talent*, *Kerebos Club* and *Monsters and Other Childish Things*). His hobbies are long walk on the beach and writing about himself in the third person.



JAMES ERNEST

James Ernest is a prolific game inventor, with more than 150 published games. He is the president of Cheapass Games, co-founder of Lone Shark Games, and has worked as a designer at Microsoft and The Amazing Society. He also co-writes the Web comic Brian and John, at www.brianandjohn.com.

Cheapass Games has published more than 100 original games, including Origins Award winners *Give Me the Brain*, *Button Men*, *Brawl*, and *Diceland*. James Ernest has designed games for a long list of major game publishers, including Wizards of the Coast, Wizkids, Hasbro, Fler, GAMES Magazine, Mayfair, Rio Grande, Playroom, and Steve Jackson Games.

In 2011 James Ernest rebooted Cheapass Games by issuing many of his most popular titles as free PDFs. Cheapass fans are encouraged to download, print, and share these games for free, kicking back a donation if they like what they see. New games are posted every month at www.cheapass.com.



JESS HARTLEY

Jess Hartley is an award-winning writer, editor, novelist, and game developer. She has worked on dozens of RPG products, contributing to the *World of Darkness* core game lines, as well as products of *Vampire: The Requiem*, *Werewolf: The Forsaken*, *Mage: The Awakening*, *Promethean: The Created*, *Changeling: The Lost*, *Hunter: The Vigil*, *Geist: The Sin-Eaters*, *Exalted* (Second Edition), and *Scion*. She's worked on Margaret Weis' *Supernatural* RPG lines, and Evil Hat's *Dresden Files* RPG system. Her first novel, *In Northern Twilight*, was nominated for Best RPG-Related Novel in Pen & Papers' 2004 Fan Awards.

Jess also writes *One Geek to Another*, an etiquette and advice column for modern geeks, and authored *Conventions for the Aspiring Game Professional*, a .pdf product designed to help those who are interested in working in the RPG industry.

Jess currently dwells in Gresham, Oregon, with her family and a menagerie of other interesting creatures, where she participates in a plethora of strange and curious pastimes that often make her neighbors and acquaintances scratch their head in confusion.



STEVE KENSON

Steve Kenson has been working in the RPG industry since 1995 and his writing and design have been featured in the pages of games such as *Shadowrun*, *Earthdawn*, *Exalted*, *Mage*, and *Pathfinder*, to name a few. He wrote nine game tie-in novels: six *Shadowrun* books, two for *Crimson Skies*, and one for the *MechWarrior* series. In 2001, Steve designed the award-winning *Mutants & Masterminds* superhero RPG for Green Ronin Publishing and he served as developer for the game for six years. His other work for Green Ronin includes writing, design, or development for *Blue Rose*, *True20 Adventure Roleplaying*, *DC Adventures*, and *A Song of Ice & Fire Roleplaying*. Steve also designed the superhero game *ICONS*, published in 2010 by Adamant Entertainment. He maintains a website at www.stevekenson.com and is active on Twitter (@SKenson), Facebook, and Google+.



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INDUSTRY INSIDER GUESTS OF HONOR

T.S. LUIKART

T.S. Luikart is an award winning writer, game designer, and co-developer of the wuxia-western transmedia epic *Far West*. Much to his amazement, this year marks T.S.' thirty-fifth of gaming and fourteenth of striving to set imaginations on fire, or failing that, going for the gross out. T.S has won multiple ENnie awards, picked up a few Origins nominations and has been privileged to work with the likes of Green Ronin, Bio Ware, Post-Human Studios, Fantasy Flight Games, and Games Workshop along the way. Whatever he is working on *now* is usually T.S.' favorite (*Far West*), but he rather liked working on the *Old World Bestiary* for WFRP 2nd Edition, Dark Heresy, and the Dragon Age RPG.

T.S. loves the work of authors the world has mostly forgotten, probably because he suspects he'll join their ranks one day. He has no idea how many Gen Cons he's been to, 'cause quite frankly, they're all fun, but they kind of blur together. You can find T.S. online at the intothefarwest.com forums.



RYAN MACKLIN

Ryan Macklin is the Creative Director at Evil Hat Productions. He worked on the multiple award-winning Dresden Files Roleplaying Game (*Evil Hat*), the Leverage Roleplaying Game (Margaret Weis Productions), and several indie titles.

In 2006, Ryan started the first RPG podcast to focus solely on game design: Master Plan. Between that show, the Voice of the Revolution, and This Just In...From Gen Con!, he's produced over a hundred hours of audio.

He turned all of that time spent discussing & analyzing games and meeting passionate people into the beginning of something more: making games that people love. Since then, Ryan's been involved in the production of half a dozen Kickstarter-funded games, including *Do: Pilgrims of the Flying Temple*.

In addition, Ryan was the General Manager of Indie Press Revolution from 2009 to 2010. He's also one-half of the Random Kindness Foundation, a wildly successful charity drive in 2011 that raised over \$15,000 in just four days to cover cancer treatment. His long-awaited game, *Mythender*, was released for free to the world as part of the charity bundle.

His blog is at RyanMacklin.com, where he frequently writes about being a creator, publisher & consumer in the world of hobby gaming.



MICHELLE LYONS

Michelle Lyons-McFarland is an 11-year industry veteran. As editor, writer and designer, she's worked for nearly everyone at this point: from FASA Corporation to Wizards of the Coast, from White Wolf to Green Ronin, and a number of companies in between. She wrote content for community websites for Microsoft Game Studios and wrote content for the *Aion* MMORPG, giving her a well-rounded view into all sides of the game industry.

She recently graduated from Case Western Reserve University with a Master of Arts in English and has been accepted to their PhD program; her specialties are 18th-century British literature, Gothic literature, and composition, all of which serve her well as the gaming tables.

Her two sons, Alisdair and William, are both fully fledged gamers and are likely to remain so. Michelle and her husband Matthew McFarland have just launched a new company called Play Attention Games, Inc. Their first title, *curse of darkness*, will be out in time for Gen Con 2012 and is available through DriveThruRPG.com.



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INDUSTRY INSIDER GUESTS OF HONOR

DOMINIC MCDOWALL- THOMAS

Dominic McDowall-Thomas is CEO of Cubicle 7 Entertainment, publisher of many award-winning roleplaying games including *The One Ring* and *Doctor Who: Adventures in Time and Space*. He has directed the creative teams at Cubicle 7 since the company was formed in 2006. In addition, his 'hands-on' credits include *The One Ring* (writing, editing, line development), *Doctor Who: Adventures in Time and Space* (editing, graphic design, line development), *The Laundry* (editing, graphic design, line development – 2011 Winner of Silver ENnie Award for Best New Game) and *Victoriana* (editing – 2010 Winner of Silver ENnie Award for Best Writing).



JASON MORNINGSTAR

Jason Morningstar is the designer of award-winning roleplaying titles such as *Fiasco* (published in seven languages), *Grey Ranks*, and *The Shab Al-Hiri Roach*. As half of Bully Pulpit Games, Jason is an enthusiastic advocate of a "fun now" approach to gaming, and seeks to provide memorable experiences with minimum preparation and commitment.

He is a frequent guest and speaker at national and international conventions, including Lucca Games and Comics, Solumkohta, Viking Con, and Dragon*Con. In addition to his work in tabletop roleplaying, Jason also consults on game design for teaching and learning for clients including Kaiser-Permanente, the Innovation Learning Network, and the University of North Carolina.



SUSAN MORRIS

Susan J. Morris is a freelance fantasy author, editor, and weekly writing advice columnist for Amazon's Omnivoracious blog. She worked for over six years as the editor of the *Forgotten Realms* novels, a shared world fantasy imprint at Wizards of the Coast in Seattle, and worked for just over a year in the Books department at Amazon.com. In her spare time, she has published five books and designed Dungeons & Dragons for kids.

When not reading, editing, or writing, Susan enjoys drinking ungodly amounts of coffee, dancing, playing video games, and working on her German language skills. She lives in rainy Seattle with her wonderful husband in a beautiful, strange house filled with plants. She has two cats (Jezebel and Nox), but her favorite animal has always been the jellyfish, and she holds a special fondness for all the ugliest creatures of the sea, like sea cucumbers.



ELIZABETH SHOEMAKER SAMPAT

Elizabeth Shoemaker Sampat has designed a number of tabletop RPGs, such as *It's Complicated*, *Blowback*, and *They Became Flesh*. She was the recipient of the first DivNull Lark grant for indie RPG publication, and a regular nominee in the Indie Game Awards. In her spare time, she has spoken across the country about self-publishing and RPGs and co-founded an initiative that has used RPGs to raise over \$20,000 for people in need. Her day job is as a game designer at Loot Drop in San Bruno, CA, with Tom Hall, Brenda Brathwaite, and John Romero—bringing tabletop narrative sensibilities into the social gaming space.

Elizabeth maintains a blog at elizabethsampat.com, where she talks about women in games, the state of the industry, transmedia design theory and writes love letters to the medium.



GARETH-MICHAEL SKARKA

Gareth-Michael Skarka is a writer, game designer, consultant, graphic designer and veteran of over twenty years in the entertainment business, having worked on properties ranging from Star Trek to Doctor Who and more. He's the founder and director of Adamant Entertainment, which began as a game design studio before expanding into publishing and transmedia development.

Since 2003, he's been at the forefront of the growth of the ePublishing industry, appearing in articles on the subject ranging from the Washington Post to the South China Morning Post, and online via dozens of sites, including CNNMoney, ABCNews.com and the Nintendo Wii News Channel. This expertise has led to work as a consultant in the field of digital publishing.

The married father of three lives in the old frontier (in Lawrence, Kansas), but works in the new one.



CHRISTINA STILES

Christina Stiles is a freelance role-playing game writer and editor from South Carolina and a member Misfit Studios. She is also Associate Editor for *Kobold Quarterly* magazine (as of KQ issue #21).

Christina has worked in the tabletop gaming industry for well over a decade, having earned her first gaming credit in *DUNGEON* #61. Her most recent publications include Open Design's *Zobeck Gazetteer for Pathfinder*, *Streets of Zobeck*, and several *Kobold Quarterly* articles. Additionally, she has several gaming credits with Atlas Games, Bastion Press, Goodman Games, Green Ronin Publishing, Misfit Studios, Troll Lord Games, and White Wolf Studios.

Currently, Christina leads Open Design's *Journeys to the West* patron project, and is completing a game adaptation of Faith Hunter's *Rogue Mage* novel series with Faith Hunter, Raven Blackwell, and Spike Y Jones to be published by Misfit Studios in May 2012. This April, she will be leading Open Design's summer adventure anthology project, *Tales of Midgard*—her second Open Design lead in a row.

Christina is also co-author of the Origins-Award-nominated *Faery's Tale/Faery's Tale Deluxe*, a role-playing game for children, and she occasionally writes fiction. She has a short story appearing in Robin Law's upcoming *Hero II* anthology for Stone Skin Press. She maintains a website at www.christinastiles.com.



GEORGE STRAYTON

Since 1993, George Strayton has worked on more than three dozen tabletop RPG and trading card games for companies ranging from Wizards of the Coast to Goodman Games, including products for *Dungeons & Dragons*, *Lord of the Rings*, *Indiana Jones*, and *Star Wars*. While working at West End Games as an editor and then creative director, he wrote and edited books for several game lines, including *Star Wars 2nd Edition, Revised & Expanded RPG* and *The D6 System* rulebook. In 1997, he was nominated for an Origins® Award and an InQuest Award for *The Men in Black Roleplaying Game*. In 2011, his original RPG, *The Secret Fire*, was ranked #2 of the top 5 Gifts for Tabletop Gamers by The National Examiner and remains a bestseller on DriveThruRPG. The upcoming first supplement for *The Secret Fire* features authors Ed Greenwood, Logan Bonner, Thomas Reid, and other veteran designers.

Strayton has written for three Sam Raimi television series, including *Xena: Warrior Princess* under showrunners Alex Kurtzman & Roberto Orci (writer-producers of *Mission Impossible 3*, *Transformers 1 & 2*, J.J. Abram's *Star Trek*, and *Fringe*). He also penned the screenplay for *DRAGONLANCE*, starring Kiefer Sutherland, for Paramount Pictures, and in 2010 optioned a script based on the graphic novel *XOMBIE* to Kurtzman/Orci. He was a transmedia producer on the films *Transformers 1 & 2* and is currently writing a script for producer Tom DeSanto (*X-Men 1 & 2*, *Transformers 1, 2, & 3*). Strayton earned an MFA in Film from Columbia University.



INDUSTRY INSIDER GUESTS OF HONOR

RICHARD THOMAS

Since 1986, when he began illustrating and art directing for White Wolf Magazine, Rich has been responsible for the look and feel of every White Wolf product ever created – ranging from RPG books, fiction, board/card games and everything in between. Assuming the role of Creative Director in 2006, Rich became responsible for White Wolf's writing and development as well. His administration included the launch of multiple ENnie-award winning product lines: *Scion* and *Changeling the Lost*. Last year, Rich was one of the driving forces behind the *Vampire the Masquerade Twentieth Anniversary Edition*, and has returned to the world of traditional RPGs from his stint as the Director of Game Design and Content on the *World of Darkness* MMO, with a renewed focus on the continued cWoD line and as the force behind Onyx Path Publishing.

Along the way, Rich contributed to the unique style and presentation of White Wolf's products by creating the many clan, tribe, tradition, and other groups' symbols and the alphabets of Werewolf and Exalted. But as an illustrator, Rich is best known for his work on CCGs: *VTES*, *Doomtown*, *RAGE*, *Netrunner*, *Shadowfist*, and is regarded as a classic *Magic the Gathering* artist where his creation the Stuffy Doll first appeared on the original Black Vise artwork.

Rich can be found at the DriveThruRPG booth, where he'll be glad to talk about White Wolf and Onyx Path Publishing, or gallivanting around Indianapolis by night.



RODNEY THOMPSON

Rodney Thompson is a roleplaying game and board game designer and developer for Wizards of the Coast. Originally from Chattanooga, TN, Rodney has been designing games professionally for over 10 years. Rodney's recent credits include *Lords of Waterdeep* board game and the *Dark Sun Campaign Setting* and *Dark Sun Creature Catalog*.



JAMES WYATT

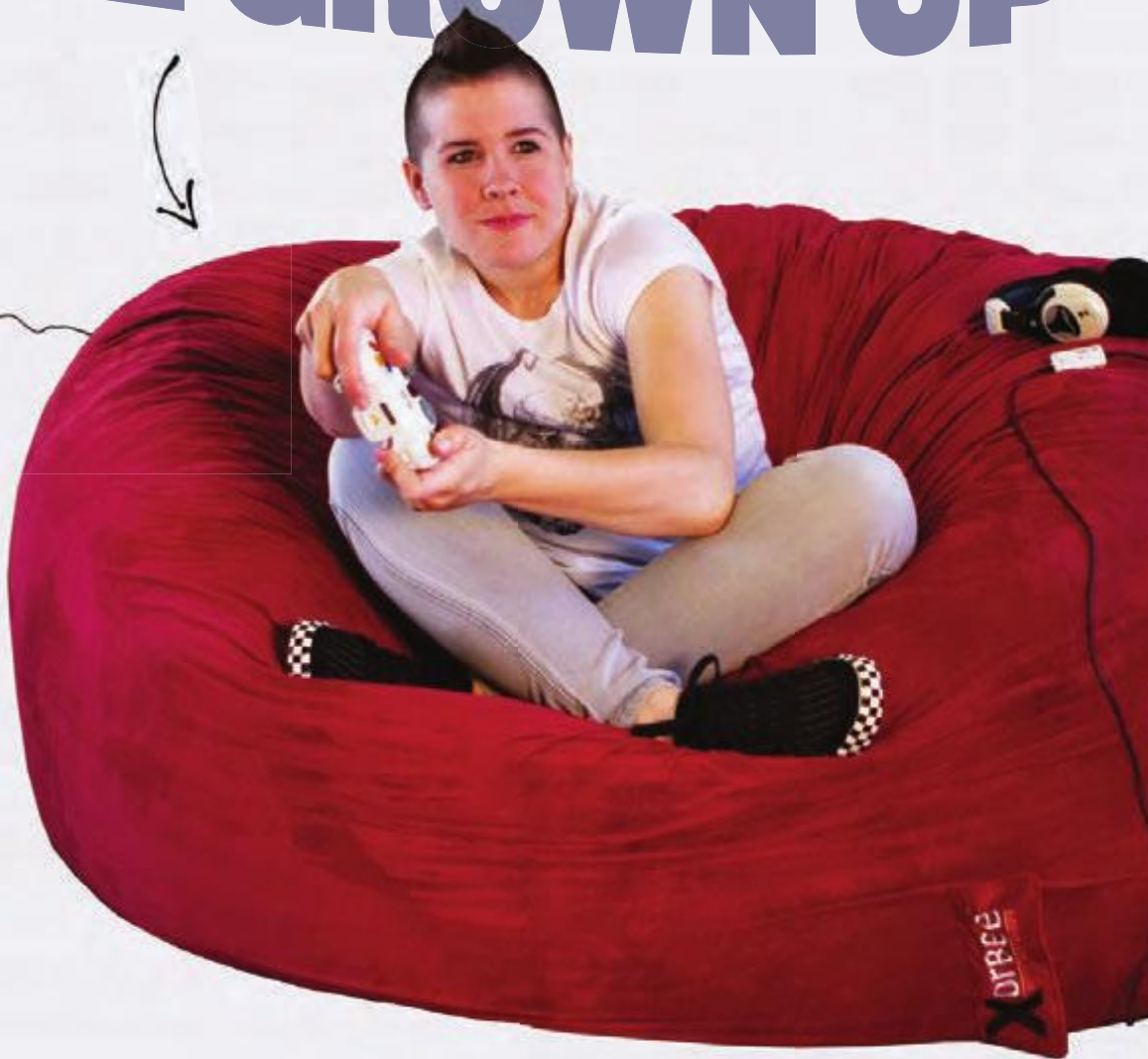
James Wyatt is the Dungeons & Dragons Creative Manager at Wizards of the Coast, in charge of story across novels, RPG products, and other games. He is also an award-winning game designer who was the primary author of the 4th Edition *Dungeon Master's Guide*, one of the original designers of the Eberron setting, the lead designer of the 3rd Edition *Oriental Adventures*, and a contributor to dozens of D&D products spanning over 12 years. He is also the author of five novels, including the *Draconic Prophecies* trilogy set in the world of Eberron.

In 2007 he appeared for about 20 seconds on a nationally televised talent show, singing with the Illumni Men's Chorale. He grew up in Ithaca, New York and now lives in Washington State with his wife and son.





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INDUSTRY INSIDER ADVISORY PANEL

Our Industry Insider Guest of Honor Advisory Panel is comprised of industry experts who qualify as interesting guests in their own right and are dedicated to staying on top of what's happening in our corner of the world. We are confident we have selected individuals who are respected in the industry, have broad knowledge of the industry's past and are active in its future. Please welcome ...



MATT FORBECK

Matt Forbeck has been a full-time creator of award-winning games and fiction since 1989. He has designed collectible card games, roleplaying games, miniatures games, board games, and toys, and has written novels, short fiction, comic books, motion comics, nonfiction, essays, and computer game scripts and stories for companies including Adams Media, Angry Robot, ArenaNet, Atari, Boom! Studios, Del Rey, Games Workshop, IDW, Image Comics, Mattel, Playmates Toys, Simon & Schuster, Tor.com, Ubisoft, Wired.com, Wizards of the Coast, and WizKids.

He has sixteen novels published to date, including the award-nominated *Guild Wars: Ghosts of Ascalon* and the critically acclaimed *Amortals* and *Vegas Knights*.

His latest work is the Magic: The Gathering comic book and the historical horror novel *Carpathia*. He is currently in the middle of his 12 for '12 project, in which he's using Kickstarter to help fund writing a novel every month this year.

For more information on Matt and his work, visit Forbeck.com.



KENNETH HITE

Kenneth Hite has designed, written, or co-authored more than 70 roleplaying games and supplements, including the Origins Award-winning *Star Trek: TNG RPG*, *GURPS Infinite Worlds*, and *Call Of Cthulhu d20*. He's been Line Developer for Chaosium's *Nephilim* and Last Unicorn Games' original-series *Star Trek RPG*, and has written for White Wolf, Pinnacle, Atlas, and more. For 12 years, he wrote *Out of the Box*, an RPG industry column; he has written "New Hotness" for the Gen Con program book since 2003. His "Suppressed Transmission" column explored the Higher Weirdness in *Pyramid Magazine*; he wrote the two latest editions of *GURPS Horror*, as well as other *GURPS* books. Most recent works include the *Trail Of Cthulhu* and *Night's Black Agents* RPGs from Pelgrane Press, the ENnie Award-winning *Day After Ragnarok* setting, and chapters in *Wild Talents* and *Delta Green: Targets of Opportunity* from Arc Dream.

Outside gaming, he authors *Tour de Lovecraft: the Tales*, *Cthulhu 101*, the "Mini Mythos" series of Lovecraftian children's books, and the *Lost in Lovecraft* column for *Weird Tales* magazine. He lives in Chicago with his wife Sheila, two cats, and many, many books. He blogs at princeofcairo.livejournal.com. Look for him on Facebook (facebook.com/kenneth.hite) and Twitter (@kennethhite).



STAN!

Stan! is a gaming industry man of mystery. Some say he is a game designer with more than 60 credits to his name (including *d20 Modern*, the *Dragonlance Bestiary*, and the *Pokémon Jr. Adventure Game*). Others say he is an author who has published over a dozen short stories and two novels. Yet others say that Stan! is a cartoonist whose work can be seen in major game products (including *Kobold Quarterly*, *Paranoia: The Fifth Edition*, and the *D&D Player's Strategy Guide*).

Rumors abound that he is currently working as a D&D Producer at Wizards of the Coast, and that he was one of the founding members of both Super Genius Games and The Game Mechanics, Inc. Faceless voices whisper that he's worked for and with such industry-leading companies as TSR, Green Ronin, Malhavoc Press, Harper Collins Children's Books, Upper Deck Entertainment, Gazillion Entertainment, and Viz Media. A few conspiracy theorists say Stan! is all these things and more . . . including a prize-winning karaoke singer and raconteur par excellence.

You can find him online at Stannex.com (which remains the Home of All Things Stan!) and track his current whereabouts on Twitter @Stannex.



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LIFETIME INDUSTRY

TRACY HICKMAN

With a wildly speculative imagination, a passion to create and a love of books, movies and games, Tracy Hickman awakens each day to a lifetime exploring an infinite sea of possibilities.

Tracy was born in Salt Lake City, Utah on November 26th, 1955. He graduated Provo High School in 1974 where his major interests were in Drama, music and Air Force JROTC. In 1975, Tracy began two years of service as a missionary for the Church of Jesus Christ of Latter Day Saints (the Mormons). His initial posting was for six months in Hawaii before his visa was approved and he moved on to his final calling in the nation of Indonesia. There, he served as a missionary in Surabaya, Djakarta and the mountain city of Bandung before being released honorably in 1977. As a result, Tracy can still speak conversational Indonesian and occasionally basis his magical phrases on that language.

Tracy married his High School sweetheart, Laura Curtis, within four months of his returning to the United States. They have been married ever since resulting in four amazing children and two grandchildren with a third currently in development.

Tracy has worked as a supermarket stock boy, a movie projectionist, a theater manager, a glass worker, a television assistant director, and a drill press operator in a genealogy center. It was in 1981 -- between jobs and wanting to buy shoes for his children -- that he approached TSR about buying two game modules he had written with Laura . . . and ended up with a job instead. That job lead to his association with Margaret Weis and their first publication together: the Dragonlance Chronicles.

Since that time in 1985, they have jointly authored over forty book titles and numerous anthologies. Tracy's first two solo novels, "Requiem of Stars" and "The Immortals" were first published in the spring of 1996.

More recently, Tracy and his wife Laura have been able to fulfill a long-time dream; they once again are writing together. Their first joint novel, MYSTIC WARRIOR, was published in 2004 and they look forward to a long and exciting career together.

Also, Tracy is notably the writer and designer of the first science-fiction movie ever actually made IN space: 'Apogee of Fear'. This short film was made by Richard Garriott during his flight aboard the International Space Station in October of 2008 from Tracy and Laura Hickman's design.

Tracy remains highly active in his church and pursues a number of hobbies including guitar, singing, piano, models, Blu-ray movies (although he still stubbornly believes HD-DVD was the better format), computer games, any OTHER games, television production and animation. He loves to read biographies, histories and popular science books.

Tracy has attended every Gen Con convention since 1981. His 'Killer Breakfast' event has become a touchstone of each Gen Con weekend and draws capacity crowds at every performance. This year, Tracy is excited to premiere the first XDM Adventure 'Quest for the Tavern' as well as 'Song of the Dragon', the first book in his new 'Annals of Drakis' trilogy. You can find Tracy and Laura signing both in the Tayler Corporation booth most times when he isn't conducting seminars or killing characters for breakfast!



Tracy Hickman will be hosting the following events at this year's show...

- Hickman's Killer Breakfast 2012 (ENT1229398)
- Hickman's Killer Second Breakfast (ENT1229396)
- Hickman's Batman Experience: Wayne of Gotham (SEM1229408)
- Hickman's Pick-a-Path Musical (ENT1229409)
- Hickman's XDM: Xtreme Dungeon Mastery (SEM1229410)
- Hickman's Writing Commandos (WKS1232343)

Check the Event Charts in the back of this book for all the details.

When not hosting his events, Tracy can probably be found at his booth in the Exhibit Hall, #745.



GUESTS OF HONOR

MARGARET WEIS

Margaret Weis was born and raised in Independence, Missouri. She attended the University of Missouri, Columbia, graduating in 1970 with a BA degree in Literature and Creative Writing. In 1983, she moved to Lake Geneva, Wisconsin, to take a job as book editor at TSR, Inc., producers of the DUNGEONS & DRAGONS® role-playing game.

At TSR, Weis became part of the DRAGONLANCE® design team. Created by Tracy Hickman, the *Dragonlance* world has continued to intrigue fans of both the novel and the game for generations.

Weis is the author/co-author of several other New York Times best-selling series, including DARKSWORD, ROSE OF THE PROPHET, STAR OF THE GUARDIANS, THE DEATHGATE CYCLE, SOVEREIGN STONE, and, DRAGONVAARLD.

Weis and her daughter, Lizz, have written two paranormal romance novels and a *Wonder Woman* graphic novel for DC Comics with artist, Justiniano published by DC Comics in 2011.

Weis begins a new book series, *The Dragon Brigade*, with Robert Krammes. The first volume, *Shadow Raiders*, was published by Daw in May, 2011.

Margaret is owner of Margaret Weis Productions, Ltd. MWP publishes the *Leverage* Role Playing Game, based on the hit television series, and the *Smallville* RPG, and other exciting game and book projects, including an RPG for the *Dragon Brigade* series.

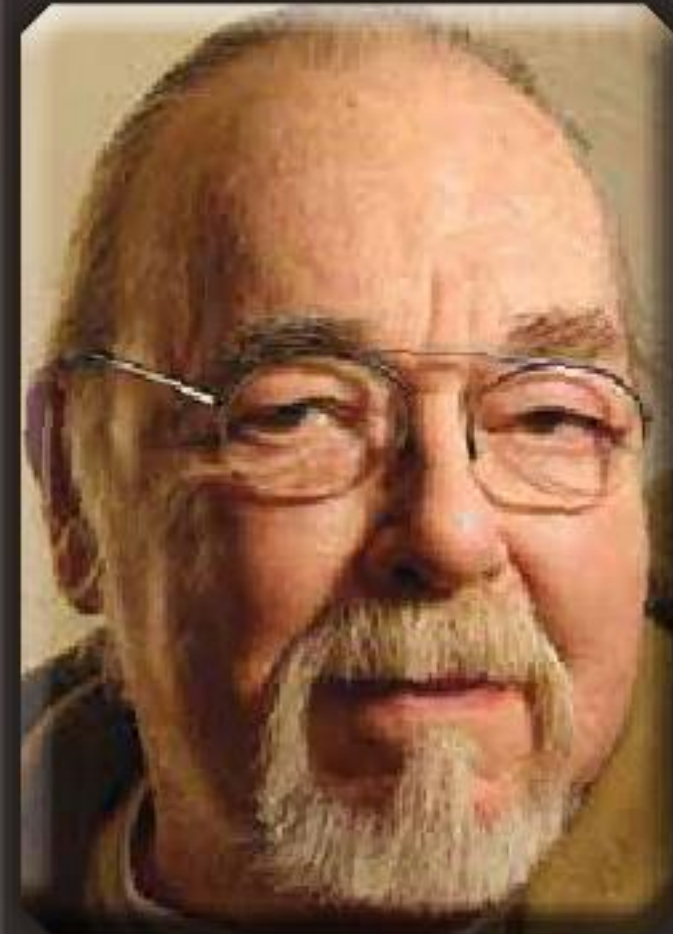
Weis lives in Wisconsin with four dogs, Max, Tess, Dixie, and Joey. Weis and her dogs, Dixie and Joey, enjoy competing in flyball tournaments with their team, the BC Boomerangs.

This is Weis' twenty-eighth year attending Gen Con!



Margaret Weis can be found in the Exhibit Hall at her booth #1519.

In Memoriam



GARY GYGAX
(1938 - 2008)



DAVE ARNESON
(1947 - 2009)



MEDIA GUESTS OF HONOR



KRISTIN BAUER

Kristin Bauer van Straten (born Kristin Neubauer) is an American film and television actress. She is perhaps best known for her current role as vampire Pam in the HBO series *Blood*.

She has also made a number of guest appearances on several television shows, including *Grey's Anatomy*, *Seinfeld*, *Everybody Loves Raymond*, *Dark Angel*, *Two and a Half Men*, *Star Trek: Enterprise*, *CSI: Crime Scene Investigation*, *Desperate Housewives*, and *George Lopez*.

Kristin has also been cast in the 2011 fantasy TV Series, *Once Upon a Time*, as the evil Maleficent, of Disney's *Sleeping Beauty* fame, the rival of the Wicked Queen of *Snow White*.

Kristin carries out conservation work to improve the treatment of animals. She lives with many rescued animals at her home in Los Angeles.

On August 1, 2009, Kristin married South African musician Abri van Straten, of the group The Lemmings, at her family's farm in Wisconsin.

While at the show ...

Kristin will be **signing autographs** in the **Autograph Area** of the **Exhibit Hall, Friday, Saturday, and Sunday morning**. Check local signage for exact times.



NICHELLE NICHOLS

Nichelle Nichols was cast by Gene Roddenberry to create Chief Communications Officer Lt. Uhura, fourth in command of the Starship Enterprise, in his legendary TV series *Star Trek* – in the words of Dr. Martin Luther King – it became “The first non-stereotypical role portrayed by a black woman in television history.” Nichelle subsequently co-starred in six blockbuster *Star Trek* motion pictures and is still in constant demand to appear before millions of “Trekkers” who keep the dream alive around the world.

Among her many notable TV and film credits, starred in *Snow Dogs*, *Captain Zoom in Outer Space*, *The Supernaturals*, as well as *Porgy and Bess*. Nichelle also co-starred on the NBC blockbuster television series “Heroes.”

She was twice nominated for the coveted Sarah Siddons Award for Best Actress for her performances in the theatre productions of *The Blacks* and *Kicks and Company*. She starred in the touring Broadway hits, *Horowitz and Mrs. Washington*, and *Nunsense II*. In her one-woman show, *Reflections*, she utilized her beautiful three-octave vocal range to rave reviews.

Nichelle was awarded her star on the Hollywood Walk of Fame on January 9, 1992. She also became the first African-American to place her handprints and signature in the cement walk at the famous Mann’s (Grauman’s) Chinese Theatre.

Nichelle successfully recruited the first women and minority astronauts for the Space Shuttle Program. She serves as a member of the Board of Governors of the National Space Society. NASA and Nichelle have teamed up to focus on President Obama’s STEM Initiative which encourages America’s youth to pursue studies in Science, Technology, Engineering, and Math.

Nichelle’s autobiography “Beyond Uhura,” sci-fi novel “Saturn’s Child,” and its sequel “Saturn’s Quest” have received critical acclaim. Nichelle is currently working with filmmaker Gilbert Bell on his new film project *Omaha Street*. Nichelle is serving in the dual role of star and Executive Producer.

To communicate with Nichelle:

- Twitter = @RealNichelle
- Facebook = Nichelle Nichols Communication Page
- Website = Uhura.com (soon to be updated)



While at the show ...

Ms. Nichols will be **signing autographs** in the **Autograph Area** of the **Exhibit Hall, Friday and Saturday**. Check local signage for exact times.

MEDIA GUESTS OF HONOR



WIL WHEATON

Wil Wheaton's successful acting career began in 1986 with acclaimed roles in *Stand By Me* and *Toy Soldiers*. He continued to build his resume through his teen years as series regular 'Wesley Crusher' on *Star Trek: The Next Generation* and opposite Robin Williams in *Flubber*. But Wil is much more than just an actor; he's an author, blogger, voice actor, widely-followed original Twitter user, and a champion of geek culture.

Wil currently splits his time between acting and writing. He currently recurs as Doctor Isaac Parrish on Syfy's hit series *Eureka*, as computer hacker Chaos on TNT's *Leverage*, and as a "delightfully evil version" of himself on CBS's *The Big Bang Theory*. He has recently appeared as serial killer 'Floyd Hansen' on *Criminal Minds*, comic book publisher 'Miles Sklar' on *NUMB3RS*, as the voice of 'Ted Kord, the Silver Age Blue Beetle', on "*Batman: The Brave and the Bold*", and as Axis of Anarchy leader Fawkes in Felicia Day's smash hit webseries *The Guild*.

In 2007, Wil was nominated for a Lifetime Achievement Bloggie, alongside Internet powerhouses Slashdot and Fark. In the 2008 weblog awards, Wil was voted the "Best Celebrity Blogger," and in 2009 Forbes named him the 14th most influential web celebrity. This is all amusing to Wil, who doesn't think of himself as a celebrity, but is instead, "just this guy, you know?"

While at the show ...

Wil will be **signing autographs** in the **Autograph Area** of the **Exhibit Hall, Thursday, Friday, and Saturday morning**. Check local signage for exact times.



Always something new
and exciting from
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Join the growing number of people who
enjoy this great deck-building game!



In this medieval-themed game, players compete to build the biggest Dominion. They do this by buying action, treasure, and victory cards from a common pool, available to all players. The game comes with treasure cards, victory cards, and 25 different sets of action cards, but players use only 10 sets in each game, so every game is different and offer new challenges.

This is the 4th addition to the game of Dominion. It adds 25 new Kingdom cards to Dominion, plus 2 new Basic cards that let players keep building up past Gold and Province. The central theme is wealth; there are treasures with abilities, cards that interact with treasures, and powerful expensive cards. players experienced in Dominion or with the basic game.



Please visit us in
rooms 109 & 110 to
play our new games!

You need no tickets to
play in our demo
rooms!

This is the 6th addition to the game of Dominion. It adds 26 new Kingdom cards to Dominion, including 20 Actions, 3 Treasures, 3 Victory cards, and 3 Reactions. The central theme is cards that do something immediately when you buy them or gain them.

This is the 7th addition to the game of Dominion. It is 500 cards but is not a standalone. It adds 35 new Kingdom cards to Dominion, plus new bad cards you give to other players (Ruins), new cards to replace starting Estates (Shelters), and cards you can only get via specific other cards. The central themes are the trash and upgrading. There are cards that do something when trashed, cards that care about the trash, cards that upgrade themselves, and ways to upgrade other cards



We will also be showing the new digital version of Dominion, so players can see first hand what it looks like. Come by and play a few games!



www.riograndegames.com

LIVE MUSIC

We're bringing live music back into the convention! Bands will be performing in the Grand Ballroom II & III on the 2nd floor of the Westin, just through the skywalk from the convention center. Most of them will have merch available for purchase during their events - and don't forget to buy a ticket or bring a couple of generics!

SOUP OR VILLAINZ

ENT1238762, Friday 6 pm, FREE

Formed in 2009, the Soup Or Villainz base their operations out of South Bend, IN. This group of high class villains consists of Remi-son and Viet Vu with a slew of henchmen and henchwomen. These Soup Or Villainz are out for world domination... not for power but because it's just something to do. Along with their hypnotizing beats and lyrical mysticism, they use their strong intellects to turn the youth into mindless zombies one song at a time



FIVE YEAR MISSION

ENT1238081, FRIDAY 8 PM, \$4

Five Year Mission is the collaboration of five musicians and Star Trek fans who endeavor to write and record one song each for each of the episodes of the original Star Trek series from the 1960s. We love the show, and we wanted to create something that we could share with other fans and something we would have a blast doing. Five Year Mission is Noah Butler, Andy Fark, Patrick O'Connor, Mike Rittenhouse, and Chris Spurgin.

**YOU ARE NOW ABOUT TO WITNESS
THE STRENGTH OF GEEK KNOWLEDGE**



STRAIGHT OUTTA COMIC CON

ENT1238347, Friday 10 pm, \$4

Disheartened with the traditional stand-up comedy scene, travelling comics Matt McInnis and Matt Keck joined forces to set aside "club comedy" and "club material" to bring their true love, nerd comedy, to cons and like-minded fans across the country. The project that developed is a two man stand-up comedy and variety show that has been welcomed by stages, fans and conventions far and wide





PILLAGE & PLUNDER

ENT1238095, Saturday 3 pm, \$2

Pillage & Plunder is a three-piece art rock band hailing from Atlanta, GA. They play a blend of fun & upbeat original music inspired by video games, comics, & cinema, and have opened for such acts as The Protomen and Paper Route. Come say hey and have a good time with them!
www.wearepillageandplunder.com

SCI-FRIED

ENT1238738, Saturday 5:30 pm, \$4

Sci-Fried is a 6 Piece rock band from Florida that writes and performs original songs about video games, comic books, zombies, Star Wars and RPG's. We will be performing our new album "CO-OP MODE", and have been called "The Motley Crue of geek rock" by Hipster Please.



AT A GLANCE

LOCATION

All events held in the Westin : Grand Ballroom II & III

SKYBLEW

ENT1238794, Saturday 11:30 pm, \$4

SOUP OR VILLAINZ

NT1238762, Friday 6 pm, FREE

FIVE YEAR MISSION

ENT1238081, Friday 8 pm, \$4

STRAIGHT OUTTA COMIC CON

ENT1238347, Friday 10 pm, \$4

PILLAGE & PLUNDER

ENT1238095, Saturday 3 pm, \$2

SCI-FRIED

ENT1238738, Saturday 5:30 pm, \$4

PROFESSOR SHYGUY

ENT1238349, Saturday 7 pm, \$6



PROFESSOR SHYGUY

ENT1238349, Saturday 7 pm, \$6

Professor Shyguy can best described as high energy, 8-bit-electro-rocking, epically vocalized, highly danceable, theatrical nerd-pop. Performance consists of singing, playing guitar, keyboards, and drums. Sometimes 3 at the same time. He has shared the stage with Ellen McLain of Portal and Jonathan Coulton fame and opened for and performed the backup for Samantha Newark of Jem and the Holograms.



SKYBLEW

ENT1238794, Saturday 11:30 pm, \$4

SkyBlew is a young, Hip-Hop MC who speaks to GAMERZ, NERDS, (hear the video/anime references in his lyrics), and communities disenfranchised by the toils of life!! He delivers a positive message to youth and adults of today!! He's opened for Jedi Mind Tricks, Kendrick Lamar, Chris Webby, and other "Underground Indie Rappers." Check out his lyrical flow online. Google SkyBlew!! He is poised to release his debut album. He spits and blazes the stage, and yet parents love him because, as Lupe Fiasco says, "So clean, So fresh...No curse, Freestyle Unrehearsed" = SkyBlew's verse(s)! Support the Release! Thank You!



GAME LIBRARY &

Come and enjoy your favorite games from our extensive collection, or bring in that newly purchased game from the Exhibit Hall. Meet up with friends or find people who want to play the same game as you. We'll provide you with a relaxed place play your way.

GAME LIBRARY

Hundreds of game titles to choose from and a knowledgeable staff to help you, the Gen Con Game Library is *THE* place to hang out for a few hours or all weekend long and play to your hearts content. The room is even larger, with more tables than before to accommodate you and all your friends. Game on!



EVENT TICKETS

ZED1229826 – ZED1229832

\$4 – Daytime ticket
\$6 – Nighttime ticket
Sunday is FREE to all with a 2012 badge!

- Daytime tickets are good from starting hours until 6pm.
- Nighttime tickets are good from 6pm-3am.

Tickets are per person, grants access to the room, guarantees you a seat and all the games you want to play. Using the Day/Night ticket options, you can customize your ticket purchase to fit your gaming schedule.

GAMES WANTED – DONATE HERE!

Looking to share your games? Contribute your gently used games to the Gen Con Game Library and we'll put them to good use. We're looking for board games, card games, you name it. While we are generally able to get most new products, we're always interested in having older games available as well.